revelator DYNAMIC

Professional dynamic USB mic for recording and streaming vocalists, podcasters, and more. 专业的动态USB话筒，用于录音和歌手流媒体、播客等。

Owner's Manual 用户手册

PreSonus® Baton Rouge • USA
www.presonus.com

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1. Overview 概述

1.1 Introduction 介绍

Thank you for purchasing the Revelator Dynamic USB microphone! Revelator Dynamic is the perfect microphone for recording and streaming vocalists, podcasters, and more. It's designed to deliver polished, professional-sounding results with ease. Once you've registered your Revelator Dynamic at my.presonus.com, you'll be able to download your drivers, a complimentary copy of Studio One Artist, additional plug-ins, content, and more. It's our gift to you for becoming a PreSonus customer.

We suggest you read this manual to familiarize yourself with the features and applications for your Revelator Dynamic before trying to connect it to your computer. This will help you to avoid problems during installation and use.

Throughout this manual you will find Power User Tips. These tips and tricks will help you to become a Revelator Dynamic expert—as well as help you to better understand audio terminology, so you can get the most from your purchase and get the best sound quality possible.

Thanks for joining the PreSonus family. We're glad you're here.

感谢你购买 Revelator Dynamic USB麦克风！Revelator Dynamic是用于录音、歌手流媒体和播客的完美麦克风。它的设计可以轻松地提供完美的、专业的音质效果。一旦你在my.presonus.com注册了你的Revelator Dynamic，你就可以下载你的驱动程序，这了有免费的Studio One Artist，额外的插件，以及更多内容。这是我们送给成为 PreSonus 客户的礼物。

我们建议你在尝试将Revelator Dynamic连接到你的电脑之前，先阅读本手册，熟悉它的功能和应用。这将有助于你在安装和使用过程中避免问题。

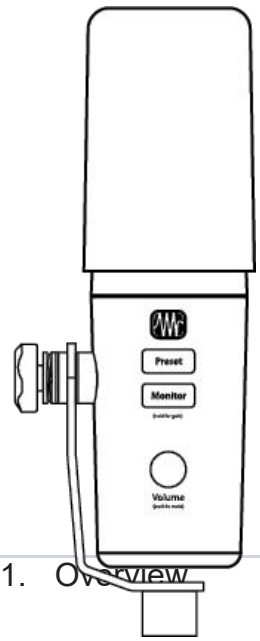
在这本手册中，你会发现有一些用户提示。这些提示和技巧将帮助你成为Revelator Dynamic的专家--以及帮助你更好地理解音频术语，这样你就可以获得最大的收益，并尽可能获得最佳的音质。

我们很高兴你在这里。感谢你加入PreSonus大家庭。

1.2 What's in the box? 包装里有什么？

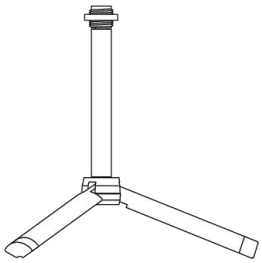
Your Revelator Dynamic package contains:

Revelator Dynamic 产品包装里包括：

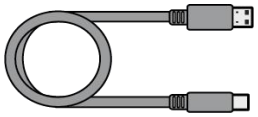


Revelator Dynamic USB Microphone

Revelator Dynamic USB 麦克风



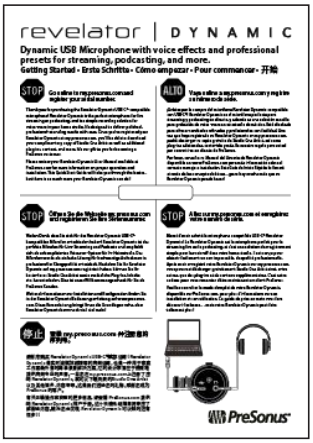
PTS-1 extendable desktop mic stand.
PTS-1可扩展桌面麦克风支架。



2M USB-C®-to-USB-A Cable. Use this to connect your Revelator Dynamic to a USB port on your computer or a powered USB hub.
2M USB-C 转 USB-A电缆。用它来连接你的Revelator Dynamic到电脑上的USB端口或供电的USB集线器。

Power User Tip: *If your computer only has USB-C ports, you will need to purchase a standard USB-C cable, or use an extra one you might have handy.*

用户提示：*如果你的电脑只有 USB-C 端口，你将需要购买一条标准的USB-C电缆，或者使用你手头可能有的额外电缆。*



Quick Start Guide. Use this as a handy reference guide to your hardware features while you familiarize yourself with your new microphone.

快速入门指南。当你熟悉新麦克风时，可以把它作为方便你使用的硬件功能参考指南。

PreSonus Health, Safety, and Compliance Guide. Legal language to cure your insomnia.

PreSonus 健康、安全和合规指南。法律语言可以用来治疗你的失眠症。

1.3 What is in your MyPreSonus account 你的MyPreSonus账户里有什么

There's more to your Revelator Dynamic than what comes in the box! Let's take a moment to register your Revelator Dynamic and download the digital products that come with it. These include:

- **Universal Control.** Unlock the StudioLive inside your Revelator Dynamic with Universal Control. This installation package also includes your audio driver controls that you will need to use advanced Revelator Dynamic features.
- **Studio One Artist.** Studio One Artist is our award-winning recording and production software. It's also designed to be intuitive and easy to use, so whether you're a seasoned professional or just starting out, Studio One Artist has the tools you need to make a great recording.
- **Studio Magic Bundle.** Over $1000 USD worth of plug-ins, sounds, and more; Studio Magic supercharges your Studio One Artist experience!

你不仅仅有 Revelator Dynamic 麦克风，还有更多! 让我们花点时间来注册你的 Revelator Dynamic，并下载与之配套的数字产品。这些产品包括：

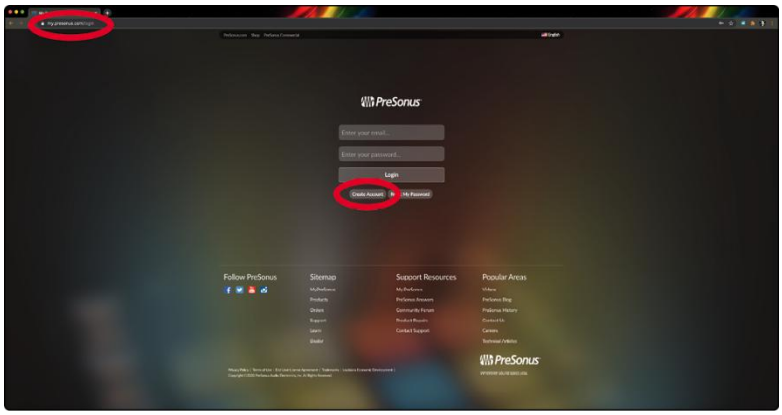
- Universal Control。用Universal Control解锁你的Revelator Dynamic内的StudioLive。这个安装包还包括你的音频驱动控制，需要你使用先进的 Revelator Dynamic功能。
- Studio One Artist。Studio One Artist是我们获奖的录音和制作软件。它的设计是直观和易于使用的，所以无论你是有丰富经验的专业人士还是刚刚开始的新人，Studio One Artist拥有你需要制作绝佳录音的工具。
- Studio Magic Bundle。价值超过1000美元的插件、声音以及更多；Studio Magic为你的Studio One Artist体验提供了超强的动力。

1.3.1 Step 1: Register Revelator Dynamic 第一步：注册 Revelator Dynamic

To download your digital products, you must first create a MyPreSonus account. This account lets you manage all your PreSonus product registrations, provides curated educational content, and is the portal to all tech support and service inquiries. Let's get started!

要下载你的数字产品，你必须首先创建一个 MyPreSonus 帐户。这个账户可以让你管理你所有的 PreSonus 产品注册，提供精选的指南内容，这里是所有技术支持和服务咨询的门户。让我们开始吧!

1. In your Internet browser of choice, visit my.presonus.com and click "Create Account"



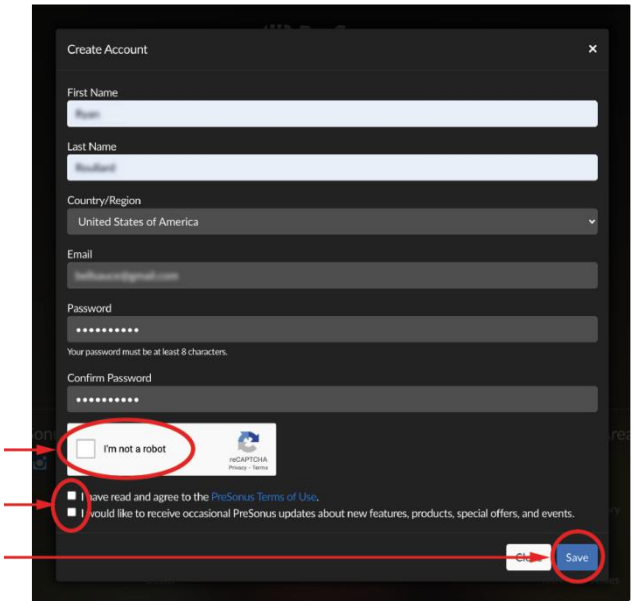
在你选择的互联网浏览器中，访问my.presonus.com并点击 "Create Account"

Power User Tip: If you already have a MyPreSonus account, please log in and skip to step 5.

用户提示：如果你已经有一个MyPreSonus帐户，请登录并跳到第5步。

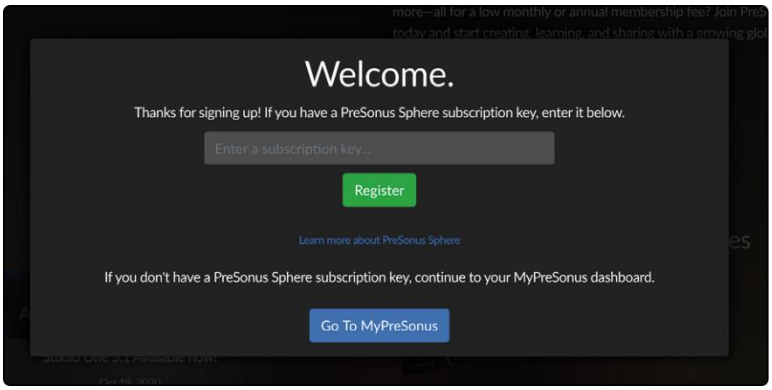
2. Fill in the form with the required information. Make sure to verify that you are, in fact, human and agree to our PreSonus Terms of Use. If you'd like to receive occasional emails about promotions and new video content, check that box now as well.

   在表格中填写所需信息。请务必确认你的身份，并同意我们的PreSonus使用条款。如果你想不定期收到有关促销和新视频内容的电子邮件，也请现在勾选该选项。

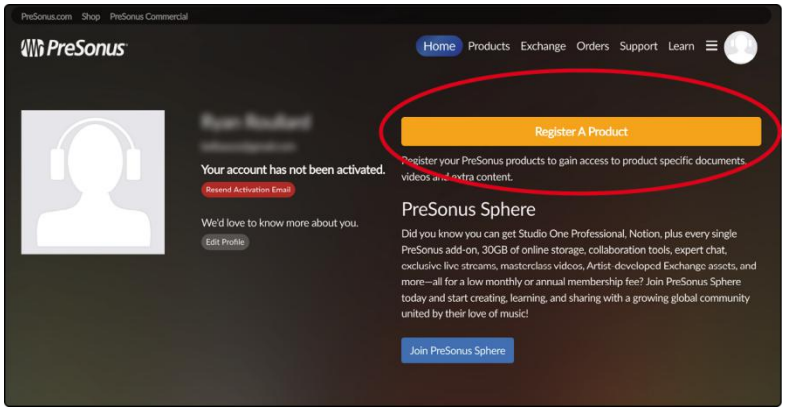


3. Click “Save.” 点击 “保存”

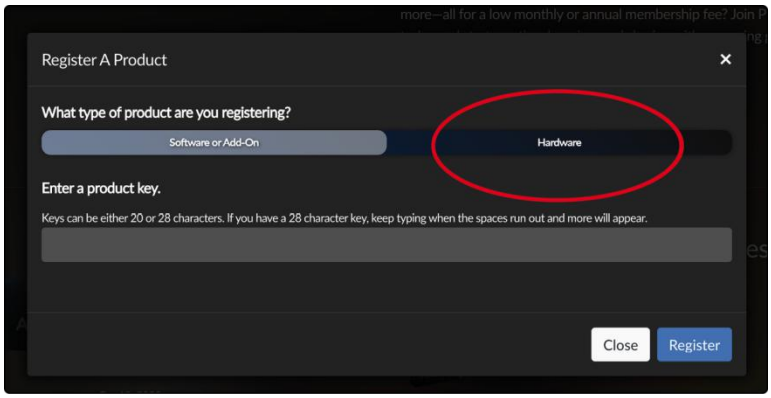
4. Click “Go to MyPreSonus” to log into your shiny new MyPreSonus account.
点击 "进入MyPreSonus"，登录你的”MyPreSonus”新账户。



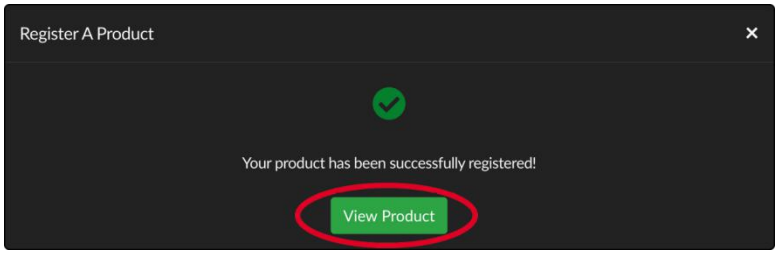
5. Click “Register a Product.” 点击 "Register a Product 注册一个产品"



6. In the pop-up menu, click on the Hardware tab. 在弹出的菜单中，点击硬件标签。



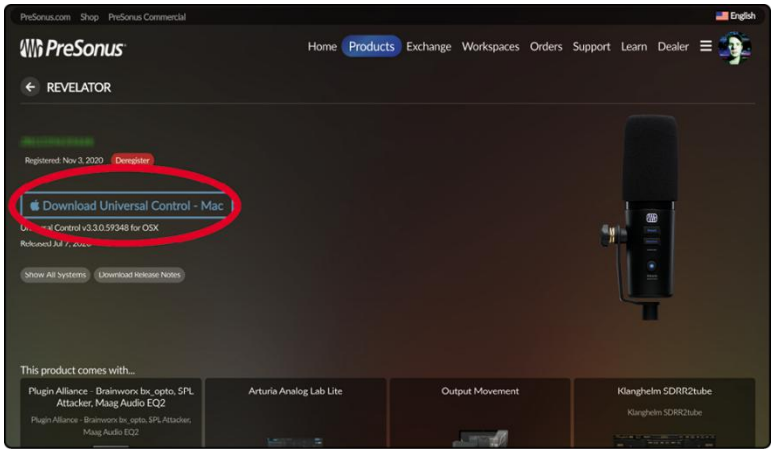
7. Select your purchase date and enter your Revelator Dynamic Serial Number. You can find your serial number on the bottom of your microphone as well as on your Quick Start Guide. 选择你的购买日期，并输入你的产品序列号。你可以从麦克风底部以及快速入门指南上找到你产品的序列号。
8. Click Register. 点击注册。
9. Click View Product to download your companion software. 点击查看产品，下载您的配套软件。



1.3.2 Step 2: Download and Install Universal Control 第二步：下载与安装 Universal Control

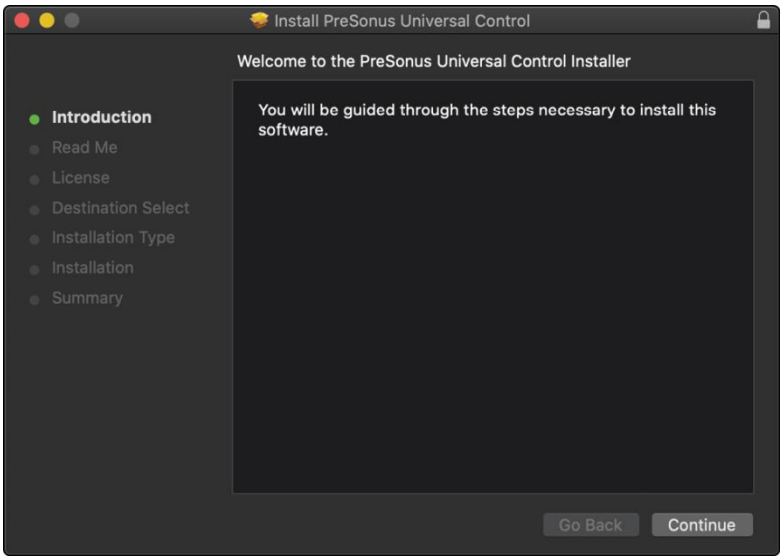
1. From the Revelator Dynamic product listing in MyPreSonus, click the “Download Universal Control” button at the top. MyPreSonus will scan your computer and present the correct installer for your operating system.

在 MyPreSonus 的 Revelator Dynamic产品列表中，点击顶部的 "下载 Universal Control " 按钮。MyPreSonus 将扫描你的电脑并为你的操作系统提供正确的安装程序。



2. Locate the Universal Control installer in your Downloads folder. Double click to open it.
在你下载文件夹中找到Universal Control的安装程序。双击来打开它。

3. Follow the onscreen instructions to install Universal Control.
按照屏幕上的指示来安装 Universal Control。

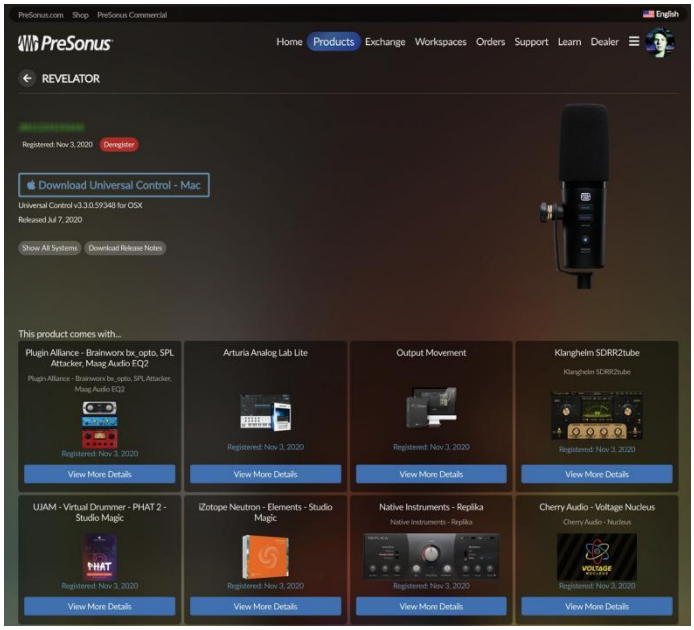


See the *Universal Control section* for information and use instructions for all the advanced features available in Universal Control. 请见 *Universal Control section* 有关中所有高级功能的信息和使用说明

1.3.3 Step 3: Download and Install Studio One Artist (Optional) 下载和安装 Studio One Artist (可选项)

1. From the Revelator Dynamic product listing in MyPreSonus, locate Studio One Artist from the product listing. Quick links to every digital product that comes with your Revelator Dynamic will be listed here. Click the “Download Installer” button at the bottom of the Studio One Artist listing. MyPreSonus will scan your computer and present the correct installer for your operating system.

在MyPreSonus的Revelator Dynamic产品列表中，从产品列表中找到Studio One Artist。这里将列出Revelator Dynamic附带的所有数字产品的快速链接。点击Studio One Artist列表底部的 "下载安装程序 " 按钮。MyPreSonus将扫描你的电脑，并为你的操作系统提供正确的安装程序。



2. Locate the Studio One installers in your Downloads folder. Double click to open it.

在你的下载文件夹中找到Studio One的安装程序。双击来打开它。

Windows: Launch the Studio One Artist installer and follow the onscreen instructions.

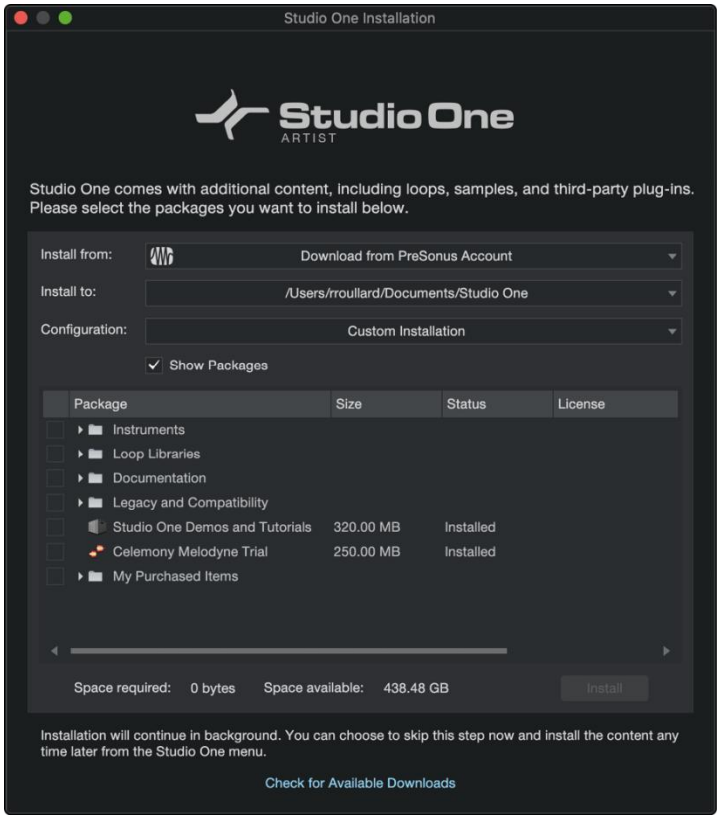
Mac: Drag the Studio One Artist application into the Applications folder on your Mac hard drive.

Windows：启动Studio One Artist安装程序并按照屏幕上的指示操作。

Mac: 将Studio One Artist应用程序拖入你的Mac硬盘上的 "应用程序 "文件夹。

3. Locate Studio One in your Applications and launch it. When Studio One is launched for the first time on your computer, it will communicate with your My.PreSonus account and verify your registration. To ensure a seamless authorization process, make sure to download your installer to the computer on which you will be using it, and be sure that your computer is connected to the Internet when you launch the application for the first time.

在你的应用程序中找到Studio One并启动它。当Studio One第一次在你电脑上启动时，它将与你的My.PreSonus账户进行通信，并验证你的注册。为了确保顺畅的授权过程，请确保将安装程序下载到你将要使用的电脑上，并确保你的电脑在第一次启动应用程序时连接互联网。



Power User Tip: You may be prompted to enter your My.PreSonus user account information. Clicking “Remember Credentials” will allow you to have immediate access to any content you purchase from shop.presonus.com.

用户提示：你可能会被提示输入你的My.PreSonus用户账户信息。点击 "Remember Credentials " 将可以立即访问你从shop.presonus.com购买的任何内容。

Studio One Artist comes bundled with an array of demo and tutorial materials, instruments, loops, and samples. The first time you launch Studio One Artist, you will be prompted to install its companion content. Select the content you wish to add and click “Install.” The content will automatically begin to download and install from your My.PreSonus user account.

Studio One Artist 捆绑了一系列的演示和教程材料、乐器、环回样本。当你第一次启动Studio One Artist时，你会被提示安装其配套内容。选择你想添加的内容，点击 "安装"。这些内容将自动开始从你的My.PreSonus用户账户中下载和安装。

Power User Tip: To select only a portion of the available content, click on “Show Packages.” From here you can customize your content installation. 强大的用户提示。要想只选择一部分可用的内容，请点击 "显示套餐"。从这里你可以定制你的内容安装。

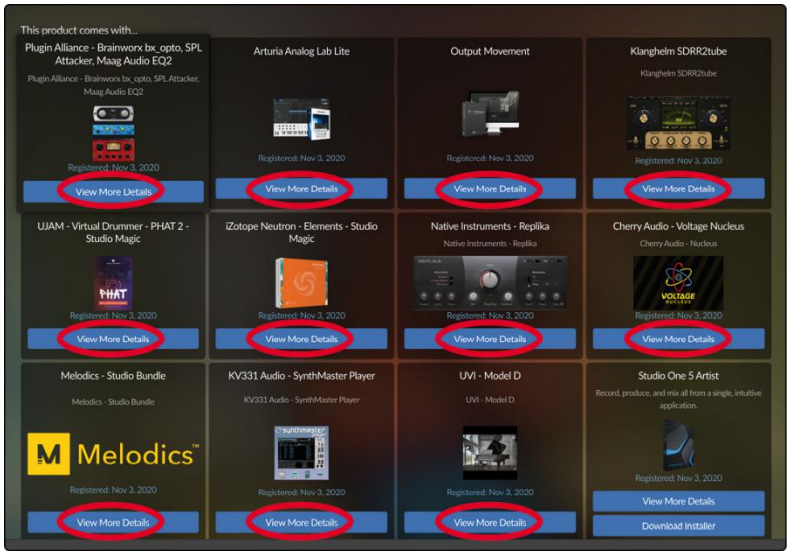
See the *Studio One Artist Quick Start Guide* section for tips on getting started recording and mixing in Studio One Artist.

请参阅Studio One Artist快速入门指南部分，了解在Studio One Artist中开始录音和混音的技巧。

1.3.4 Step 4: Download and Install Studio Magic (Optional) 第四步：下载和安装 Studio Magic （可选项）

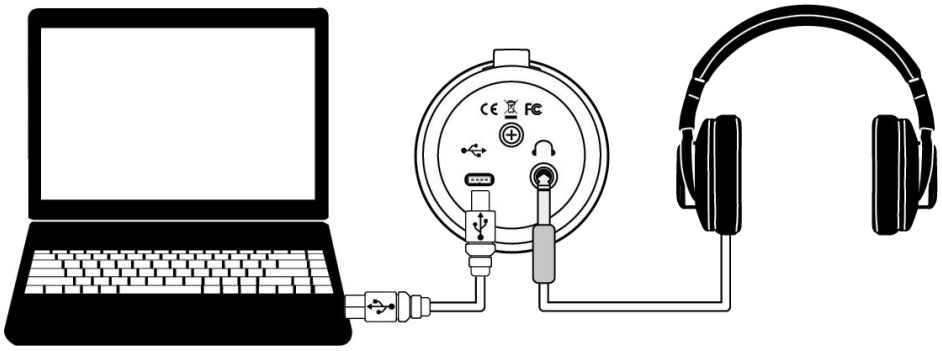
From the Revelator Dynamic product listing in MyPreSonus, you will also find a complete list with links to all the Studio Magic products that came with your Revelator Dynamic registration. Click on the “View More Details” button below any product you’d like to install.

在MyPreSonus的Revelator Dynamic产品列表中，你还会发现一个完整的列表，其中有Revelator Dynamic注册时附带的所有Studio Magic产品的链接。点击任何你想安装的产品下面的 "查看更多细节 " 按钮。

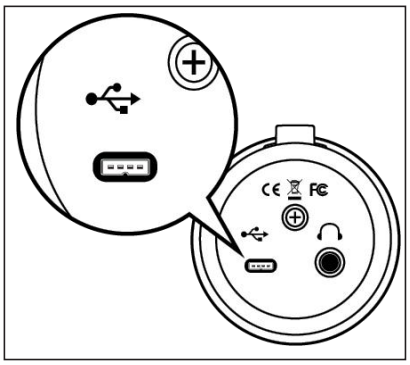


2. Connections and Controls 连接和控制

2.1 Basic hookup 基本连接

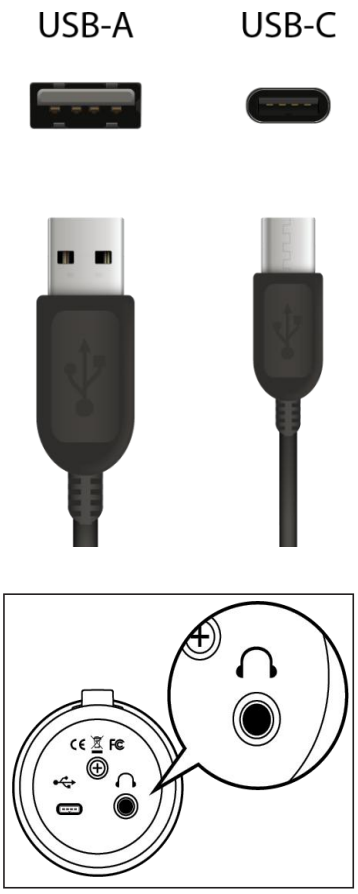


All the connections you need for your Revelator Dynamic are located on the bottom of the microphone.
你的Revelator Dynamic所需的所有连接都位于麦克风的底部。



USB-C® Compatible Connection. Use this port to connect your Revelator Dynamic to your computer. While the Revelator Dynamic's onboard connection is USB Type C, it is fully compatible with USB Type A 2.0 and 3.0 connections. Use the USB-C to A cable that came with your Revelator Dynamic if your computer has a USB-A connection rather than a USB-C connection. Please note: *Revelator Dynamic is backward compatible with USB 2.0 and USB 3.0 speed connections. USB 1.1 is not supported.*

USB-C兼容连接。使用这个端口将你的 Revelator Dynamic连接到电脑。虽然 Revelator Dynamic 的板载连接是USB Type C，但它与USB Type A 2.0和3.0连接完全兼容。如果你的电脑有USB-A连接而*不是USB-C连接，请使用Revelator Dynamic附带的USB-C转A线。请注意：Revelator Dynamic反向兼容 USB 2.0和USB 3.0速度连接。不支持 USB 1.1。*



Headphone Output. This is the headphone connection for your Revelator Dynamic. The level is controlled by the Volume knob. You can also change the mix that you are listening to from Universal Control. See *the Mixing and Loopback Audio section* for details.

耳机输出。这是 Revelator Dynamic 的耳机接口。其电平由音量旋钮控制。你也可以通过 Universal Control 来改变你正在收听的混音。详情请见混音和回放音频部分。

2.2 Standalone controls 单机控制

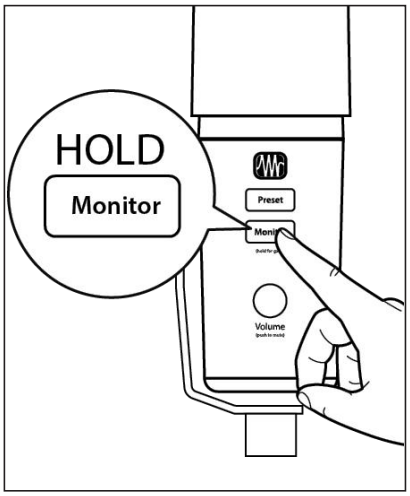
While many of the features available for your Revelator Dynamic can be found in Universal Control, every critical control is available right at your fingertips. Most of these settings can be changed from Universal Control to customize your Revelator Dynamic to your application and needs.

The most important thing to remember is that the Volume control on your Revelator Dynamic can be used to set your mic level, adjust your headphone volume, and blend your mix between your input signal and the playback from your computer. The Quick Start Guide that came with your Revelator Dynamic can be used as a handy reference until you get the hang of it.

虽然Revelator Dynamic的许多功能都可以在Universal Control中找到，每一个关键的控制都可以由自己操控。这些设置中的大部分都可以从 Universal Control中进行更改，以便根据你的应用和需要，来定制自己的Revelator Dynamic。

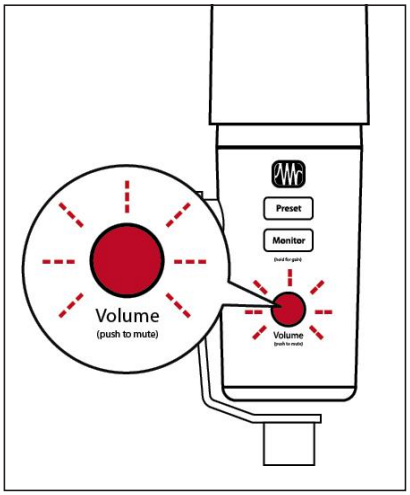
最重要的是要记住，Revelator Dynamic上的音量控制可以用来设置麦克风音量，调整耳机音量，以及混合输入信号和计算机的回放。Revelator Dynamic随附的快速入门指南可以作为一个方便的参考，直到你掌握了它。

2.2.1 Setting the Microphone Level 设置麦克风音量



To set your Revelator Dynamic's input level, press and hold the Monitor button. The Volume knob will turn green, letting you know that it is now controlling the microphone level.

要设置Revelator Dynamic的输入音量，按下并按住监视器按钮。音量旋钮会变成绿色，让你知道它现在正在控制麦克风的音量。



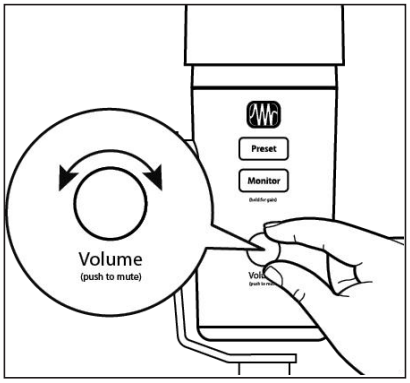
Power User Tip: *If your input level is too loud, the Volume knob will flash red. This means that your input signal is "clipping," and will begin to sound distorted. If your input signal clips, it will overload the analog-to-digital converters that take the sound of your voice and convert it to 1s and 0s that the computer can understand, causing digital distortion. Digital distortion sounds terrible, and cannot be undone if recorded. Because of this, it's important to keep your eye on this indicator while you're setting your levels. Check out the Resources Section for other recording tips.*

用户提示:如果你的输入音量太大，"音量"旋钮将闪烁红色。这意味着你的输入信号是"剪辑"，开始听起来会失真。如果你的输入信号被剪辑，就会使模数转换器过载，把你的声音转换成计算机可以理解的1和0，造成数字失真。数字失真听起来很糟糕，如果记录下来就也无法消除。正因为如此，当你设定你的音量时，关注这个指示是很重要的。查看参考资料部分以获得其他录音技巧。

To exit this mode, simply wait five seconds or press the Monitor button again.

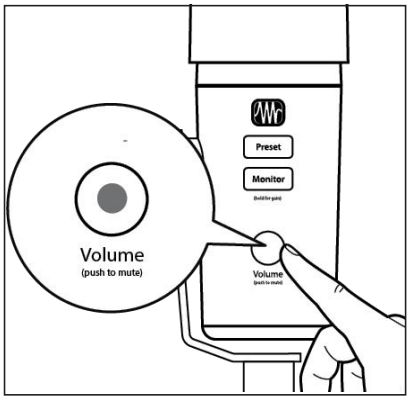
要退出此模式，只需等待5秒钟或再次按下Monitor按钮。

2.2.2 Setting Headphone level 设置麦克风音量



By default, the Volume knob on your Revelator Dynamic controls the output level of your headphones. While in its default state, the knob will be unlit.

默认情况下，音量旋钮上的Revelator Dynamic控制你的耳机的输出音量。在默认状态下，旋钮将不亮。



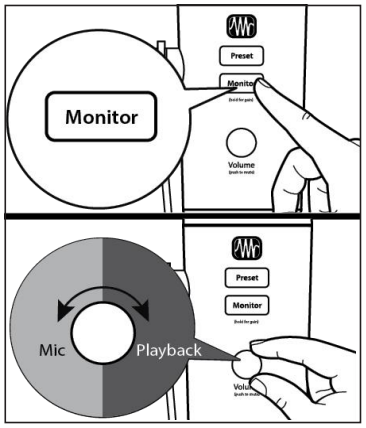
Press the knob to mute the mic. The knob will turn red while your mic is muted. You will still be able to listen to audio from your computer while your mic is muted.

按下旋钮使麦克风静音。当麦克风静音时，旋钮会变成红色，你仍然可以从你的电脑上听音频。

You can also choose to mute your monitor mix instead from Universal Control. Use this option if you want to mute your headphones completely. Note that this does not mute your microphone... so be careful on that Zoom meeting! *See the Mixing and Loopback Audio section* for instructions.

你也可以选择静音你的监听混音，而不是从 Universal Control。如果你想完全静音你的耳机，使用这个选项。请注意，这不会使你的麦克风静音…所以在Zoom会议上要小心! 请参阅混音和环回音频部分的说明。

2.2.3 Setting Monitor level 设置监听音量



Revelator Dynamic provides an easy way to create a blend between your microphone signal and the playback from your computer. This lets you listen to your performance in real-time without any latency (delay).

Revelator Dynamic 提供了一个简单的方法，在你的麦克风信号和你的电脑播放之间建立一个混合。这可以实时地听到你的表演，而没有任何延迟 (延迟)。

Press the Monitor button and turn the knob to adjust the blend between your microphone and the playback from your computer. The knob will be blue in this mode.

按下监视器按钮，并转动旋钮，以调整麦克风和电脑播放之间的混合。在此模式下，旋钮为蓝色。

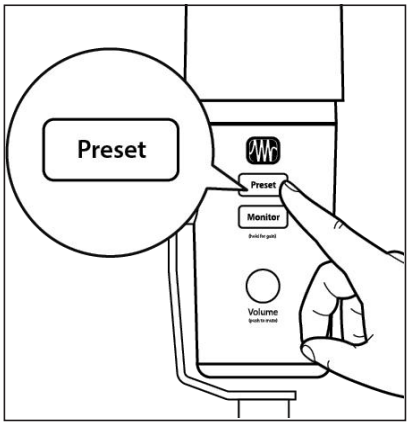
Turning the knob to the left will increase the level of the input signal relative to the playback from your computer. Turning it to the right will increase the level of the playback from your computer relative to the input signal.

向左旋转旋钮，将增加输入信号相对于计算机播放的音量。 把它转到右边会增加来自计算机相对于输入信号的播放音量。

Power User Tip: *Universal Control lets you create a custom mix between your microphone, main computer playback, and both stereo loopback audio channels. So when you're ready to dial in your headphone mix, go to the Mixing and Loopback Audio section to learn more!*

用户提示: *Universal Control 允许你在麦克风、主计算机回放和两个立体声环回音频通道之间创建自定义混合。所以，当你准备使用你的耳机混音时，请到去混音和环回音频部分学习更多!*

2.2.4 Selecting Presets 选择预置



EQ and compression are the secret behind the professional broadcast studio sound we all know so well. Your Revelator Dynamic has you covered with 8 easy-to-use, professionally-crafted processing and effects presets. These presets are designed to give you great-sounding results with no audio engineering experience required!

我们都非常熟悉专业播音室的秘密就是均衡器和压缩器。我们的Revelator Dynamic为你提供了8个预置，它们易于使用、具有专业制作的处理和效果。不需要音频经验，拥有这些预置等于拥有了绝佳的音效！

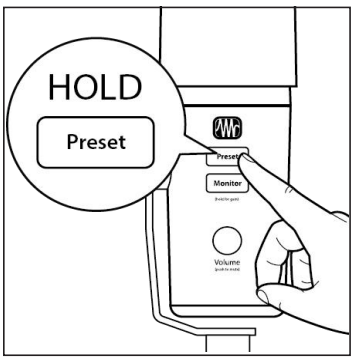
The first four presets can be accessed right from the Preset button on your Revelator Dynamic. To cycle through them, press the Preset button repeatedly. The button will change color to let you know which preset is active.

前四个预置，可以从Revelator Dynamic上的预置按钮访问。要通过它们循环，重复按下预置按钮。按钮将改变颜色，你可以知道哪个预置是激活的。

1. **Blue.** Broadcast Basic. 蓝颜色。基本的播放。
2. **Yellow.** Broadcast Radio. 黄颜色。电台。
3. **Green.** Broadcast Light. 绿颜色。高清。
4. **Pink.** Reverb. .粉红颜色。混响。

Power User Tip: *But wait! There's more! No really, there are a lot more. Open up Universal Control to access the other presets. You'll also find an additional eight preset slots to create your own. You can choose any four of these 16 total presets to be accessible directly from the Preset button on your Revelator Dynamic. See the Presets and Scenes section for information on creating and storing presets.*

用户提示: *这里还有很多！打开 Universal Control访问其他预置。你还会发现一个额外的8个自定义预置插槽。可以选择这16个总预置中的任意四个，直接从预置按钮上的Revelator Dynamic访问。有关创建和存储预置的信息，请参阅预置和场景部分。*



By default, the sound you hear in your headphones will be the sound that is recorded. If you'd like to use presets for monitoring purposes only, you can open up Universal Control and change that setting. See *the Advanced Features and Customization section* to learn how.

To bypass the presets, just press and hold the Preset button. The button will illuminate red while presets are bypassed.

默认情况下，你在耳机中听到的声音将是录制的声音。如果你只希望将预置用于监听，那么可以打开Universal Control并更改该设置。

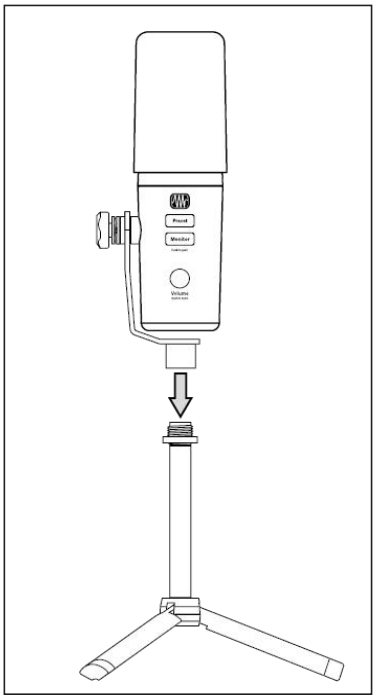
请参阅并了解高级功能和自定义部分如何操作。

要绕过预置，只需按住预设按钮。当跳过预置时，按钮将亮红灯。

Power User Tip: *Bypass the presets when you want a clean sound with no effects—great for processing your recording later, or when you want to monitor through plug-ins inside your favorite recording application.*

用户提示:*当你想要一个干净而没有音效的声音时，绕过预置——这对于你以后处理录音，或者想要通过你最喜欢的录音应用程序中的插件进行监听时。都是非常好的。*

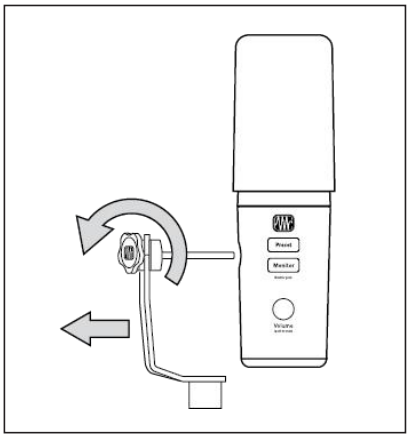
2.2.5 Attaching Revelator Dynamic to aStand 给Revelator Dynamic安装支架



Secure the half-yoke bottom to the threads at the top of the PTS-1 (or other) micstand.

将支架底部固定在 PTS-1（或其他）麦克风支架顶部的螺纹上。

2.2.6 Removing Revelator Dynamic from its yoke 取下Revelator Dynamic的控制装置



Revelator Dynamic can be removed from its yoke for comfortable handheld use or for mounting to a 1/4”-20 mic stand mount.

Revelator Dynamic 可以从架子拆卸，以便手持使用或安装到1/4“-20麦克风支架上。

To remove the yoke, loosen the adjuster on the left side of Revelator Dynamic by turning it counter-clockwise until the yoke is easily slid out of themic.

要拆卸支架，松开Revelator Dynamic左边的调整器，逆时针旋转，直到支架从麦克风上轻松脱落。

For mounting to a stand with a 1/4”-20 mount, attach Revelator Dynamic using the threaded port on the bottom of the mic.

为安装到一个1/4“-20支架，附加 Revelator Dynamic 使用的螺纹端口麦克风底部。

3. Universal Control

The Revelator Dynamic is so much more than a great-sounding USB microphone, and the secret to its advanced features and mixing capability is unlocked with Universal Control.

Revelator Dynamic不仅仅是一个声音极好的USB麦克风，通过Universal Control 它的高级功能和混合能力的可以得到最大发挥。

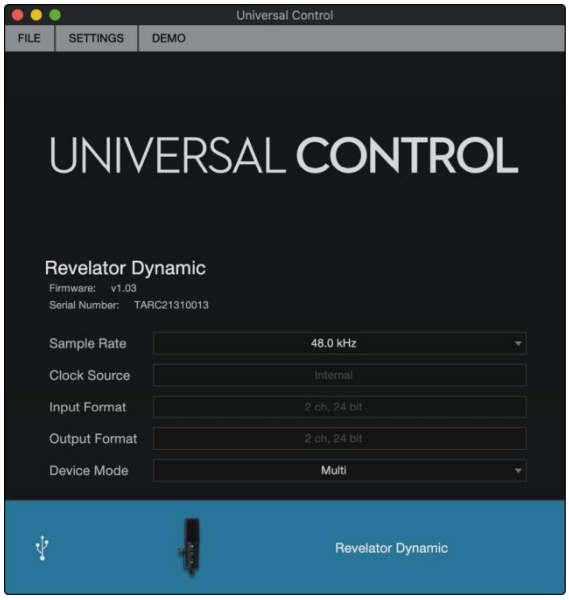
Before proceeding, please make sure you have followed the instructions in *the Overview section* and have downloaded and installed Universal Control.

在继续之前，请确保你遵循了概述部分的说明，并下载并安装了Universal Control。

3.1 The Launch Window 启动 窗口

Get ready for lift off! When Universal Control is launched, you will see the Launch window. From this window, you can manage all the driver settings for your Revelator Dynamic.

准备开始！当Universal Control启动时，可以看到启动窗口。在此窗口中，可以管理你的Revelator Dynamic 的所有驱动程序设置。



Power User Tip: *Your Revelator Dynamic features built-in zero-latency monitoring so you can leave your Block Size high and the performance demands on your computer low. In general, you can use the default block size, but if you're using an older computer that is having trouble keeping up, go ahead and raise this setting. Experiment to find what works best for you!*

用户提示：你的Revelator Dynamic具有内置的零延迟监控功能，所以你可以将块大小保持在较高的水平，而对电脑的性能要求较低。一般来说，你可以使用默认的区块大小，但如果你使用的是旧电脑，很难跟上，就可以提高这个设置。实验一下，找到最适合你的方法。

1. **Sample Rate.** Changes the sample rate. You can set the sample rate to 44.1, 48, 88.2, or 96 kHz. (With Multi Mode on macOS, the sample rate is limited to 44.1 and 48kHz.) A higher sample rate will increase the fidelity of the recording, but will also increase the file size and the amount of system resources necessary to process the audio.

采样率。改变采样率。可以将采样率设置为 44.1、48、88.2 或 96kHz。(在macOS的多重模式下，采样率被限制在44.1和48kHz。)更高的采样率将提高录音的保真度，但也会增加文件大小和处理音频所需的系统资源。

2. **Block Size (Windows only).** Sets the buffer size. From this menu, you can set the buffer size from 64 to 8,192 samples. Lowering the buffer size will lower latency, which is the amount of time it takes for your audio to go from Revelator Dynamic to the computer and back to your ears; however, this will also increase performance demands on your computer. In general, you will want to set the buffer size as low as your system can safely support. If you begin to hear pops, clicks, or distortion in your audio path, try raising the buffer size. When adjusting the block size, the Safe mode will automatically change to provide the best performance.

Power User Tip: *For most applications, leaving this setting on 48 kHz will yield the best results with the least amount ofhassle.*

用户提示：*对于大多数应用来说，把这个设置放在48kHz上会产生最好的效果，而且麻烦最少。*

块大小（仅限Windows）。设置缓冲区的大小。从这个菜单中，你可以设置64到8192个样本的缓冲区大小。降低缓冲区大小会降低延迟，也就是音频从Revelator Dynamic到家算计再到你的耳朵整个过程所需的时间；但是，这也会增加对电脑的性能要求。一般来说，你想把缓冲区的大小设置到你的系统可以安全支持的最低限度。如果你开始听到音频路径中的爆音、咔嗒声或失真，请尝试提高缓冲区大小。当调整块大小时，安全模式将自动改变，以提供最佳性能。

3. **Device Mode (macOS only).** By default, your Revelator Dynamic presents itself as a single audio interface with 6 inputs and 6 outputs. But when you're ready to use the loopback audio streams to record or route audio to multiple applications at the same time (like the output of a Skype call to the audio input of your Facebook Live stream), that's where Multi Mode comes in. In this mode, your Revelator Dynamic will show up as 3 different devices on your computer: Revelator Dynamic, Revelator Dynamic Stream Mix A, and Revelator Dynamic Stream Mix B. Each of these devices has 2 inputs and 2 outputs. This is great for applications like Skype that only allow you to use the first two inputs and outputs of any audio interface. PreSonus recommends that you use Multi Mode for the best experience. Note that in Multi mode, sample rate options are limited to 44.1 kHz or 48 kHz. For more information on how loopback audio works and how to use it for your podcasts, streams, and more, *see the Mixing and Loopback Audio section*.

设备模式（仅限MacOS）。默认情况下，你的 Revelator Dynamic呈现为一个具有6个输入和6个输出的单一音频接口。但是，当你准备使用环回音频流媒体来录制，或同时将音频路由到多个应用程序时（如Skype通话的输出到Facebook直播流的音频输入），这就是多模式的作用。在这种模式下，你的Revelator Dynamic会在家算计上显示为三个不同的设备。Revelator Dynamic, Revelator Dynamic Stream Mix A, and Revelator Dynamic Stream Mix B。每个设备都有2个输入和2个输出。这对于像Skype这样只允许你使用任何音频接口的前两个输入和输出的应用是非常好的。PreSonus建议你使用多模式以获得最佳体验。请注意，在多重模式下，采样率选项被限制在44.1kHz或48kHz。关于回环音频如何工作以及如何将其用于你的播客、流媒体等更多信息，***请参见混音和回环音频部分。***

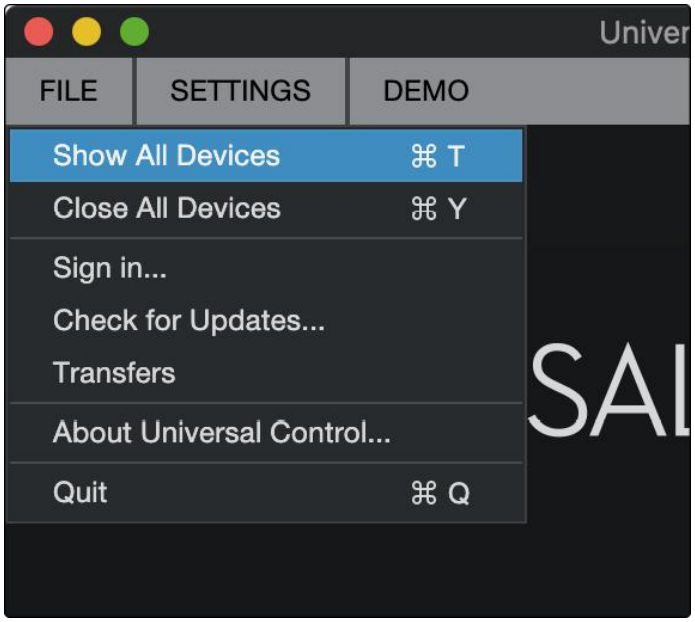
Power User Tip for Windows Users: *On Windows, Revelator Dynamic is always in Single Mode. If you are using WDM for applications like Skype, your Web Browser, etc., look for the Revelator Dynamic name in respective applications' audio setup menus. If you are using ASIO for applications like Studio One and other DAWs, look for "Revelator"in respective applications' audio setup menus.*

针对 Windows用户的强大用户提示：*在 Windows上，Revelator Dynamic总是处于单模式。如果你在 Skype、网络浏览器等应用程序中使用 WDM，请在各自的应用程序音频设置菜单中，寻找 Revelator Dynamic的名字。如果你在 Studio One和其他DAW等应用程序中使用ASIO，请在各自的应用程序的音频设置菜单中寻找 "Revelator"。*

3.1.1 Launch Window Menu Items 启动窗口菜单项

File Menu. Manages devices connected to Universal Control.

文件菜单。管理连接到 Universal Control 的设备。

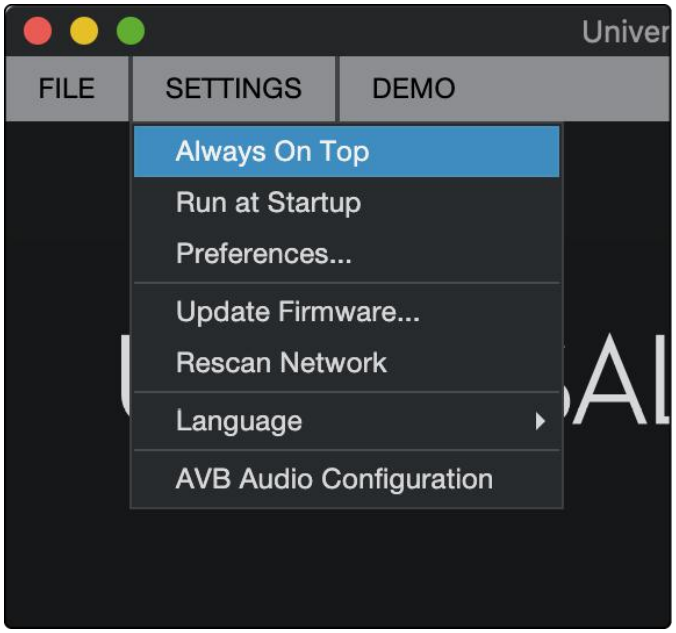


- **Show All Devices.** Launches all control windows for all supported devices connected to your computer.
- **Close All Devices.** Closes all open control windows.
- **Sign Out.** Signs out of your My.PreSonus user account.
- **Check for Updates...** Connects to your My.PreSonus user account to check for updates for Universal Control.
- **Transfers.** Displays recent downloads from your My.PreSonus user account.
- **About Universal Control.** Displays version and build date information.
- **Quit.** Quits the Universal Control application and all hardware control windows.

Settings Menu. Provide customization options to personalize your Universal Control experience.

- **显示所有设备。**为连接到你的电脑的所有支持的设备启动所有控制窗口。
- **关闭所有设备。**关闭所有打开的控制窗口。
- **退出。**退出你的 My.PreSonus 用户帐户。
- **检查更新...** 连接到你的My.PreSonus用户帐户，检查Universal Control的更新。
- **传输.** 显示你的 My.PreSonus 用户帐户的最新下载。
- **关于Universal Control。**显示版本和构建日期信息。
- **退出。**退出Universal Control应用程序和所有硬件控制窗口。

设置菜单。提供自定义选项，你的Universal Control获得个性化体验。



- **Always on Top.** Keeps the Universal Control Launch window on top whether it is the currently active application or not.
- **Run at Startup.** Launches Universal Control automatically when your computer boots.
- **Preferences.** Sets language and appearance options (see below).
- **Rescan Network.** Scans your computer's connections for all supported PreSonus products.
- **Language.** Sets the language (English, French, German, Korean, Simplified Chinese, or Spanish).

- **始终在顶部。**保持Universal Control启动窗口在顶部，无论它是否是当前活动的应用程序。
- **在启动时运行。**当你的计算机启动时，自动启动 Universal Control。
- **首选项。**设置语言和外观选项（见下文）。
- **重新扫描网络**。为所有支持的 PreSonus 产品扫描计算机的连接。
- **语言。**设置语言（英语、法语、德语、韩语、简体中文或西班牙语）。

3.2 Using Your Revelator Dynamic with Popular Applications 使用Revelator Dynamic热门的应用程序

If you've never used an audio interface, your computer and every application on it are currently sourcing audio from the built-in microphone and routing audio out to the onboard sound card. To use Revelator Dynamic with any application that can access audio inputs or outputs or both, you must first set up your computer to use Revelator Dynamic as an audio interface.

This section will take you through some of the most common use cases. If you are using an application not listed in this section, you'll need to check with the documentation that came with it.

如果你从来没有使用过音频接口，你的计算机和其中的每一个应用程序，都是从内置的麦克风中获取音频，并将音频路由到板载声卡。要将 Revelator Dynamic用于任何可以访问音频输入或输出或两者的应用程序，必须首先将计算机设置为将Revelator Dynamic用作音频接口。

Power User Tip: *The Launch Window will inform you when a new firmware update is available for your Revelator Dynamic—or other PreSonus hardware!*

用户提示：*当你的 Revelator Dynamic或其他 PreSonus硬件有新的固件更新时，启动窗口会通知你。*

3.2.1 Using Revelator Dynamic for System Audio

本节将带你了解一些最常见的使用情况。如果你使用的应用程序没有在本节中列出，你需要查看其附带的文档。

3.2.1 Using Revelator Dynamic for System Audio 在系统音频中使用 Revelator Dynamic

The easiest way to make your Revelator Dynamic seen by just about any application on your computer is to set it up as the default sound source for your computer. Not only will this prompt most video conferencing and streaming applications to look for Revelator Dynamic, it will also set your default Internet browser to use Revelator Dynamic as well.

最简单的方法是将 Revelator Dynamic设置为计算机的默认音源，这样可以使计算机上的任何应用程序都能看到 Revelator Dynamic。这样大多数视频和流媒体应用程序不仅可以搜索到 Revelator Dynamic，还会将你的默认互联网浏览器使用设置为 Revelator Dynamic。

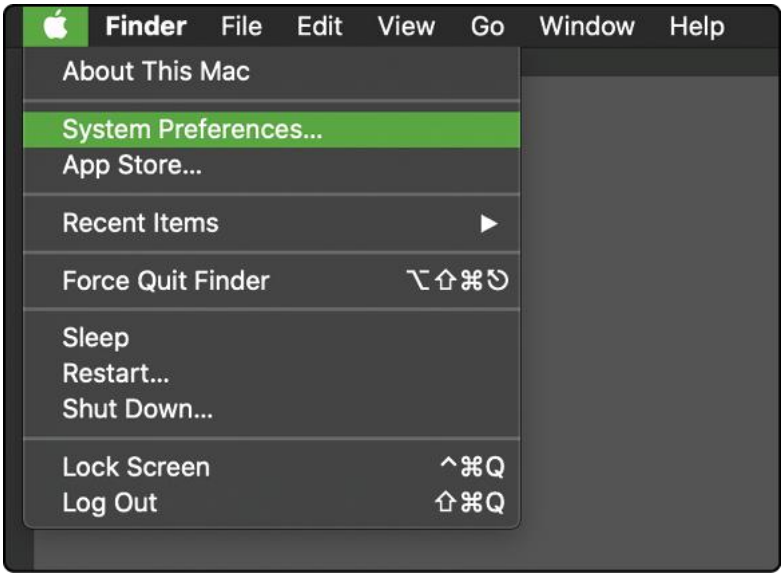
Power User Tip:*Setting your Revelator Dynamic as the default sound card for your system will also route music streaming applications like Spotify and Apple Music to the headphone output on your new microphone. If you do not want to use your microphone this way, it is best to configure Revelator Dynamic as the audio I/O only for the applications for which you want to use it.*

用户提示：*将Revelator Dynamic设置为系统的默认声卡，也会将 Spotify和 Apple Music等音乐流媒体应用程序路由到新麦克风的耳机输出。如果你不想以这种方式使用你的麦克风，最好只将 Revelator Dynamic配置为你要使用的应用程序的音频输入/输出。*

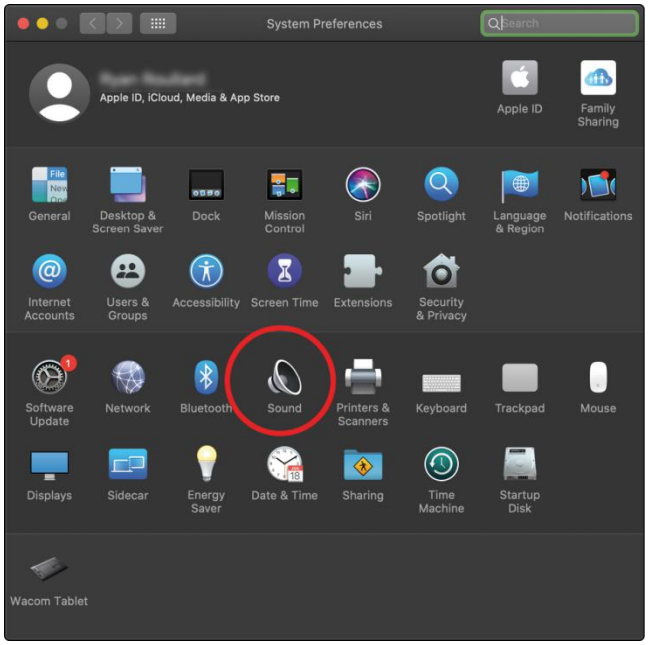
macOS

1. From the Apple Menu, go to System Preferences.

从苹果菜单中，进入系统设置偏好。

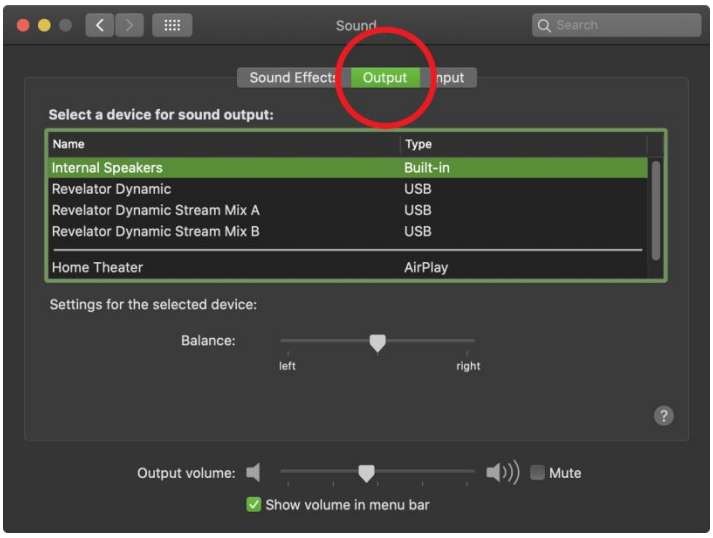


2. Click on Sound. 点击“Sound”。



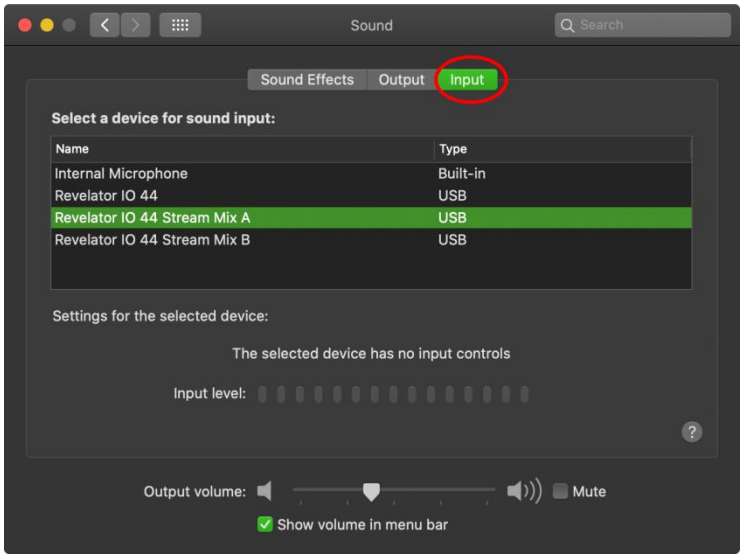
3. Click on the Outputs tab and select Revelator Dynamic from the device list. This will route all audio from your computer to the headphone output on your Revelator Dynamic.

点击 "Output "标签，从设备列表中选择 Revelator Dynamic。将把所有的音频从你的计算机路由到 Revelator Dynamic的耳机输出中。



4. Click on the Inputs tab and select Revelator Dynamic from the device list. This will set your Revelator Dynamic microphone as the input source for your computer.

点击“Inputs”标签，从设备列表中选择 Revelator Dynamic。这将把你的 Revelator Dynamic 麦克风设置为计算机的输入源。

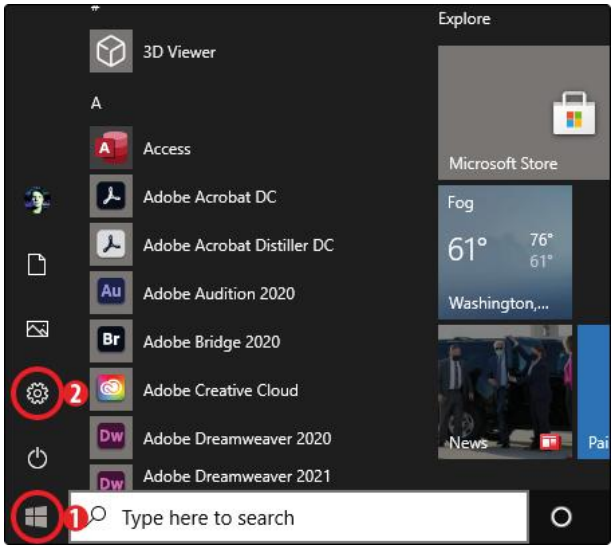


Your Revelator Dynamic is ready to use!

你的“Revelator Dynamic”已经准备开始了!

Windows

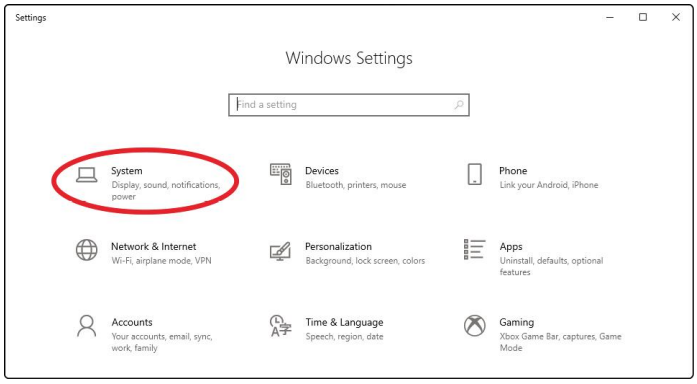
1. Click on start icon in lower left corner



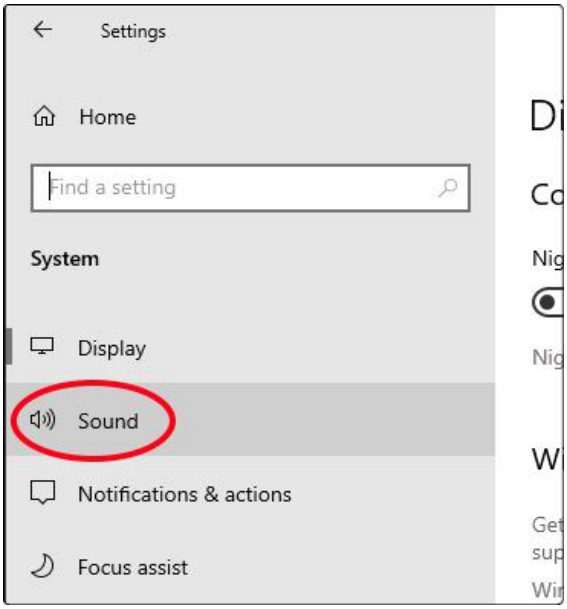
2. Click on Settings gear icon

点击设置“ gear icon 齿轮图标”

3. Click on System
4. 点击“System系统”

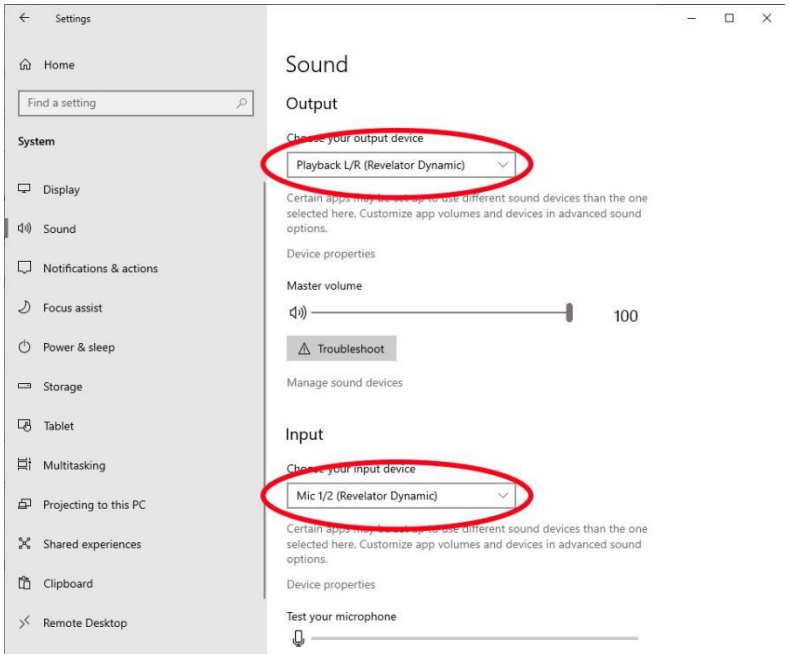


5. Click on Sound 点击 “Sound”



6. Click on “Choose your Output Device” and choose Playback L/R (Revelator Dynamic)

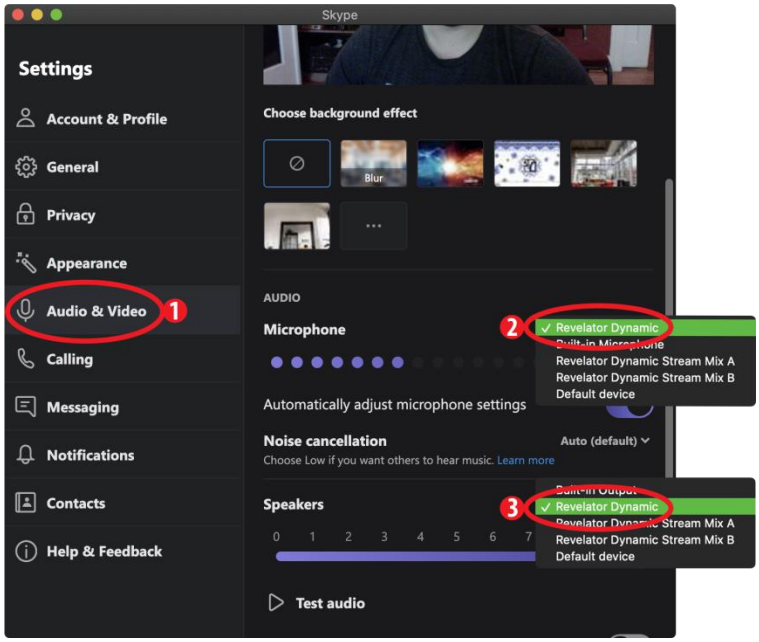
点击 "Choose your Output Device 选择你的输出设备"，选择播放L/R (Revelator Dynamic)。



7. Click on “Choose your input device” and choose Mic 1/2 (Revelator Dynamic)

点击 "Choose your input device选择你的输入设备"，选择麦克风1/2（Revelator Dynamic）。

3.2.2 Using Revelator Dynamic for Skype



1. From the Skype menu, go to “Audio & Video Settings.”

从Skype菜单中，进入 "Audio & Video Settings 音频和视频设置"。

2. Under Microphones, select “Revelator Dynamic.” This will route the audio from your Revelator Dynamic microphone to your Skype call.

在麦克风下，选择 "Revelator Dynamic"。这将把Revelator Dynamic麦克风的音频传送到你的Skype 通话中。

3. Under Speakers, select “Revelator Dynamic.” This will route the audio from your Skype call to the headphone output on your Revelator Dynamic.

在扬声器下，选择 "Revelator Dynamic"。这将把你的Skype通话的音频路由到你的Revelator Dynamic上的耳机输出。

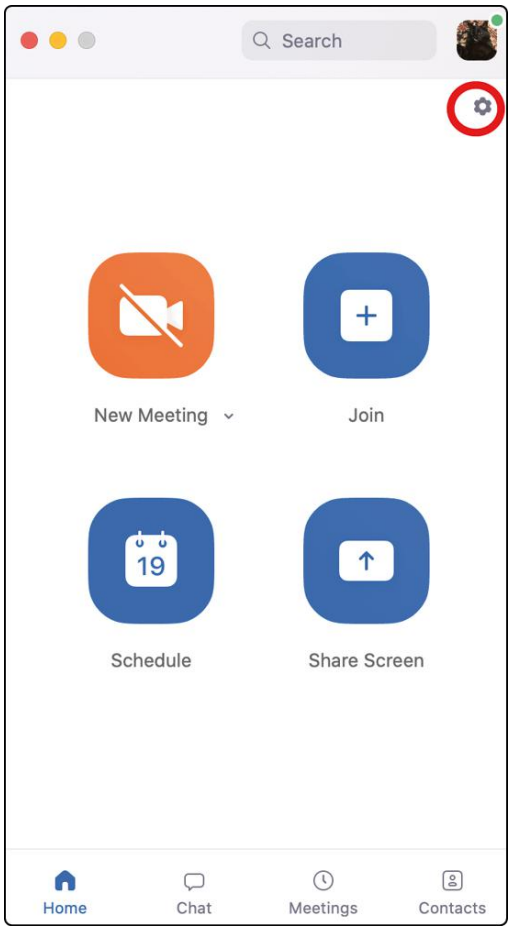
Power User Tip: *If you would like to record your Skype call, select Revelator Dynamic Stream Mix A or Revelator Dynamic Stream Mix B from the Speaker menu. See the Mixing and Loopback Audio section for more.*

用户提示：*如果想录制你的 Skype通话，请从扬声器菜单中选择 Revelator Dynamic Stream Mix A或 Revelator Dynamic Stream Mix B 。详情请见混合和回环音频部分。*

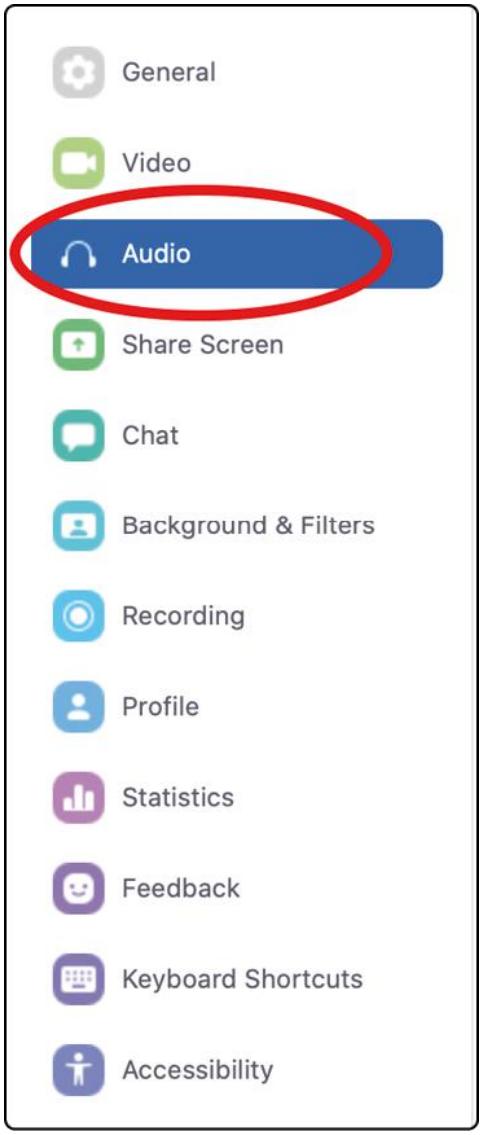
3.2.3 Using Revelator Dynamic for Zoom 使用Revelator Dynamic进行缩放

1. Launch Zoom, and click the cog wheel icon to enter Zoom Preferences.

启动 Zoom，并点击 ”齿轮图标”，进入 Zoom Preferences。



2. Click the “Audio”tab. 点击 "音频 " 选项卡。



Windows:

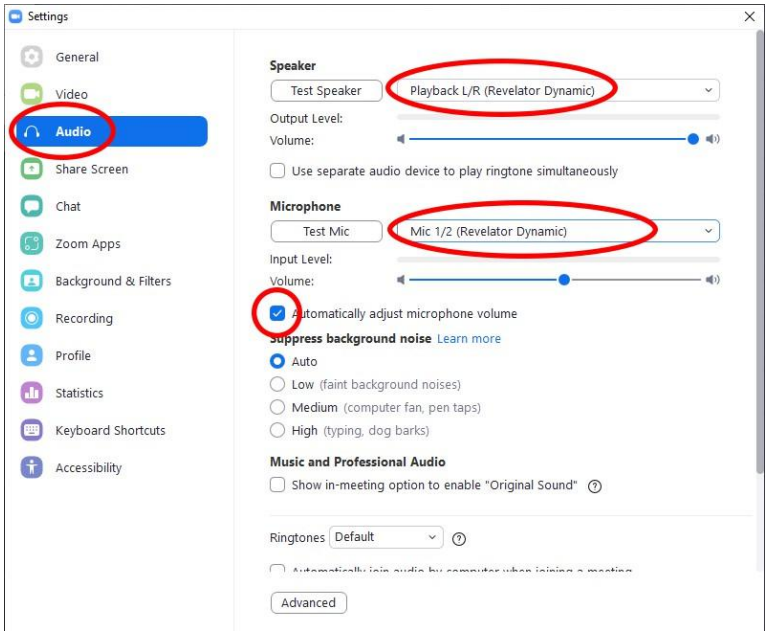
- Set Speaker to Playback L/R (Revelator Dynamic)
- Set Microphone to Mic 1/2 (Revelator Dynamic)
- Uncheck the box marked “Automatically adjust microphone volume

Windows系统：

- 将扬声器设置为播放 L/R (Revelator Dynamic)。
- 将麦克风设置为麦克风1/2（Revelator Dynamic）。
- 取消勾选标 "自动调整麦克风音量 " 的方框

Power User Tip: *When this option is selected, the sliders in Zoom will not have any effect on the Speaker output or Microphone Input gain, as these are controlled by the Revelator Dynamic itself—either by the on-board controls and/or through the Universal Control software.*

用户提示：*当选择该选项时，Zoom中的滑块不会对扬声器输出或麦克风输入增益产生任何影响，因为这些都是由Revelator Dynamic本身控制的--无论是通过板载控制还是通过Universal Control软件。*



macOS:

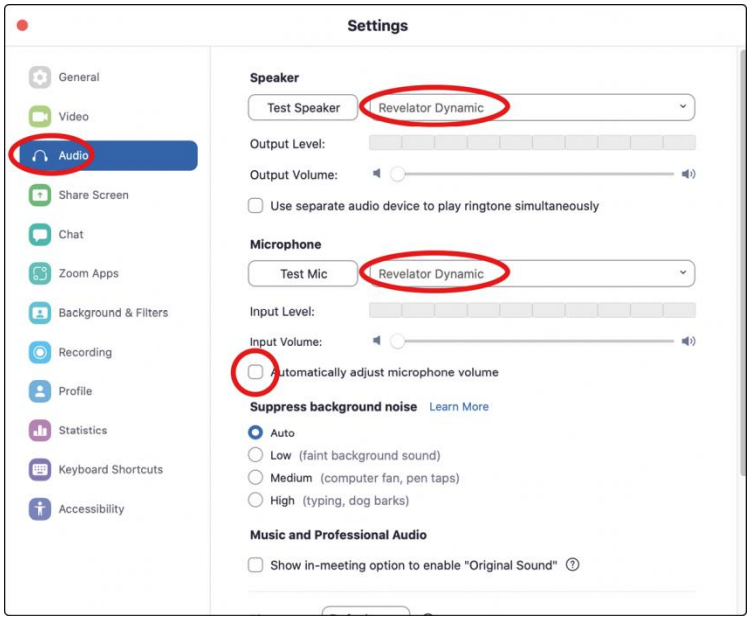
- Set Speaker to Revelator Dynamic
- Set Microphone to Revelator Dynamic
- Uncheck the box marked “Automatically adjust microphone volume”

MacOS：

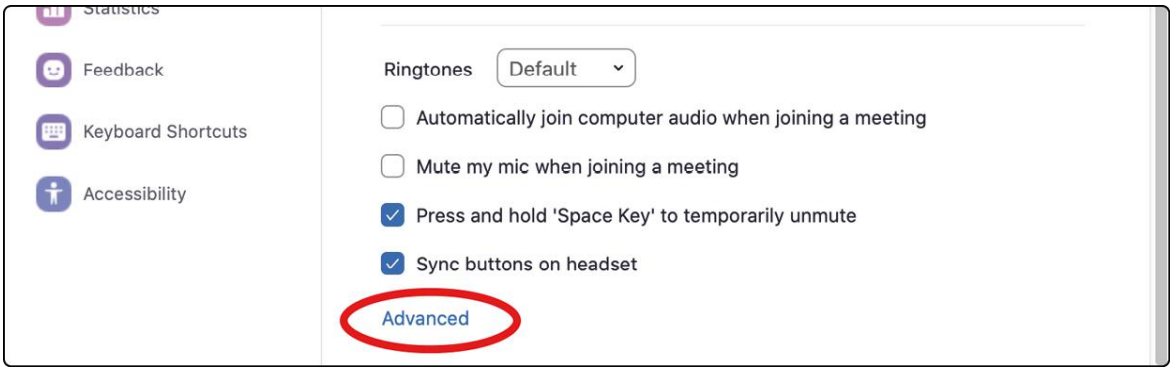
- 将Speaker设置为Revelator Dynamic
- 将麦克风设置为Revelator Dynamic
- 取消勾选“自动调节麦克风音量”

Power User Tip: *When this option is selected, the sliders in Zoom will not have any effect on the Speaker output or Microphone Input gain, as these are controlled by the Revelator Dynamic itself—either by the on-board controls and/or through the Universal Control software. Mac users will see that the sliders do not move and will snap back to the zero position indicating that these controls in Zoom are disabled.*

用户提示:*当选择此选项时，Zoom中的滑块将不会对扬声器输出或麦克风输入增益产生任何影响，因为这些都是由 Revelator Dynamic本身控制的——或由车载控件或通过 Universal Control软件。Mac用户会看到滑块不会移动，并且会弹回到零位置，表明 Zoom中的这些控件被禁用。*

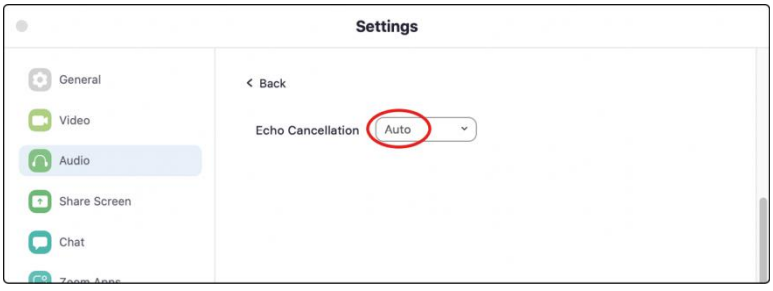


1. Scroll down and click on Advanced. 向下滚动并单击 “Advanced”。



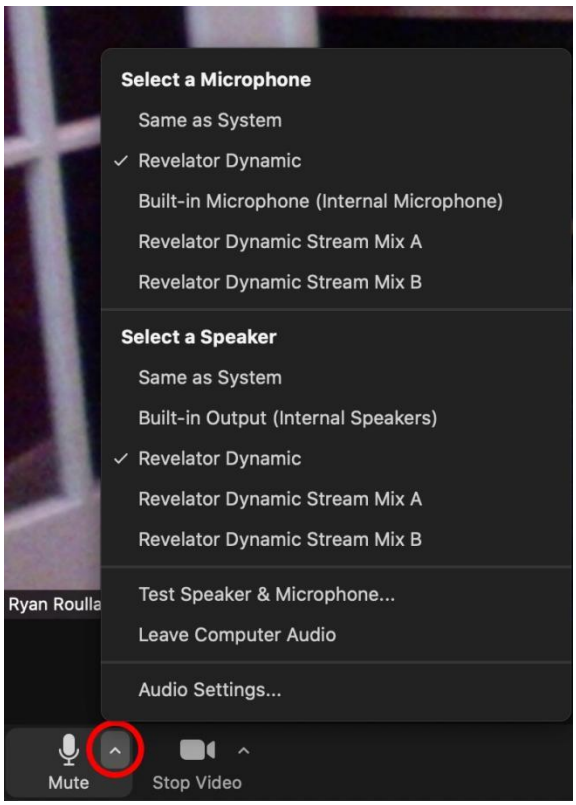
2. In Zoom’s Advanced Audio settings menu, please ensure Echo Cancellation is set to Auto.

在 “变焦” 的 “高级音频设置” 菜单中，请确保 “回声消除” 设置为 “自动”



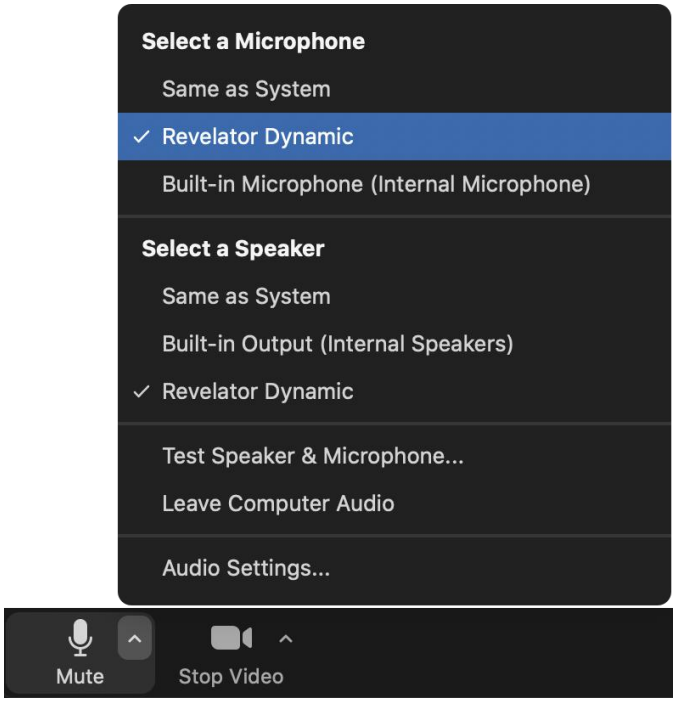
If you need to switch your audio device to Revelator Dynamic while in a meeting, select the arrow next to the Mute Button to select your audio device list.

如果你需要在会议期间，将音频设备切换到Revelator Dynamic，请选择 “静音” 按钮旁边的箭头来选择音频设备列表。



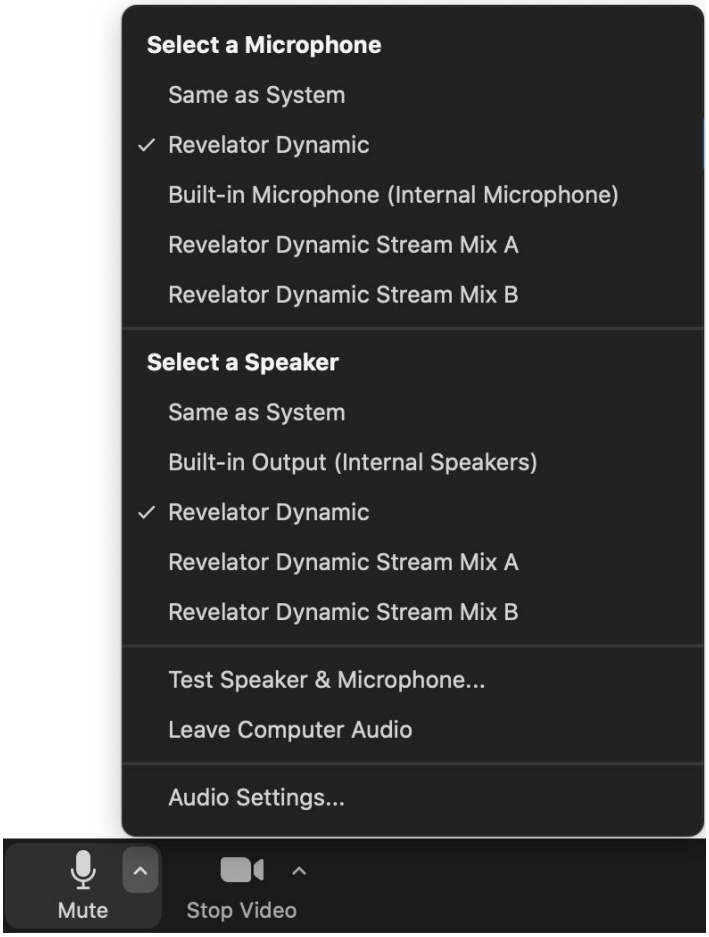
macOS users running Revelator Dynamic in Single Mode will see Revelator Dynamic appear in Zoom's Microphone and Speaker selections as follows:

在单一模式下运行Revelator Dynamic的macOS用户，将看到Revelator Dynamic出现在Zoom的麦克风和扬声器选择中，如下所示。



All Windows users and Mac users running Revelator Dynamic in Multi Mode will see Revelator Dynamic appear in a list similar to this:

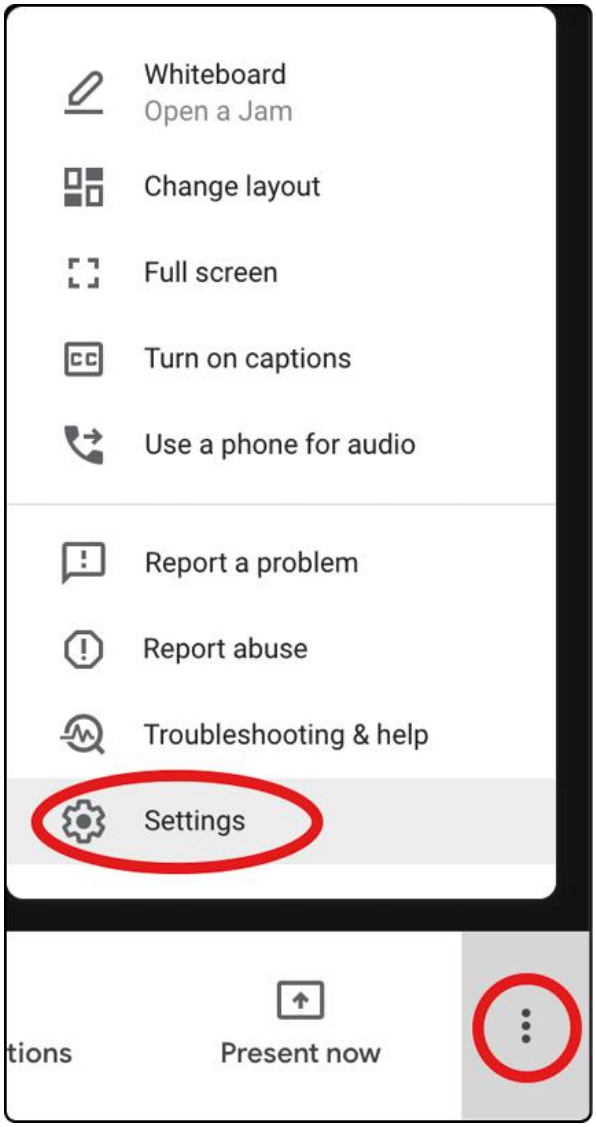
所有在多模式下运行Revelator Dynamic的Windows用户和Mac用户，会看到Revelator Dynamic出现在类似的列表中：



3.2.4 Using Revelator Dynamic for Google Meets 为 Google Meets 使用 Revelator Dynamic

Open Google Meet, and click on the vertical dots in the lower right corner of the Google Meet window. In the pop-up menu, choose “Settings” by the cog icon.

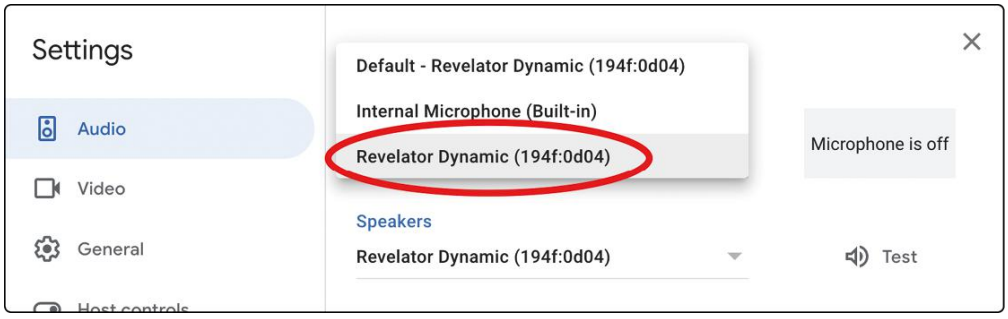
打开 Google Meet，点击 Google Meet 窗口右下角的”垂直点”。在弹出的菜单中，通过”齿轮” 图标选择“设置”。



Google Meet's Audio menu will be highlighted by default. If Revelator Dynamic is not already selected, click the down arrow under Microphone and Speakers and click on "Revelator Dynamic."

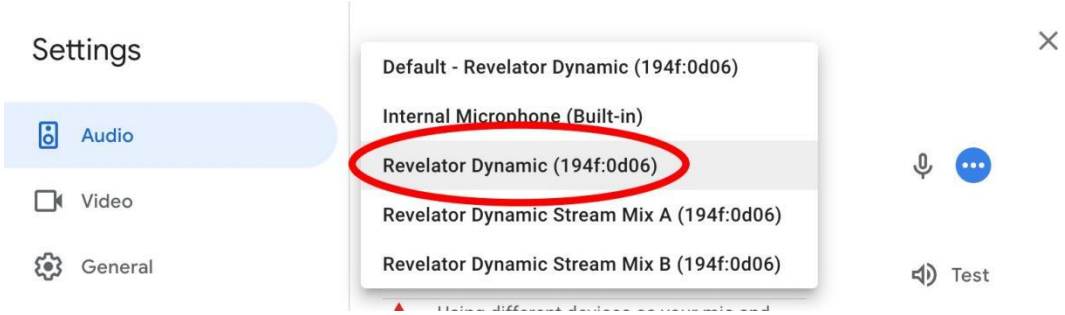
Google Meet的音频菜单将默认突出显示。如果未选中Revelator Dynamic，请单击麦克风和扬声器下的向下箭头，然后单击“Revelator Dynamic”。

- **Mac Users** running Revelator Dynamic in Single Mode will see one instance of Revelator Dynamic shown as follows:
- 在单模式下运行Mac用户的Revelator Dynamic，将看到下方所示的一个实例:



- **Windows Users and Mac Users** running Revelator Dynamic in Multi Mode will see multiple instances of Revelator Dynamic. This is normal. Click on “Revelator Dynamic.”

- 在多模式下运行的 Windows用户和Mac用户的Revelator Dynamic，将看到下方所示的多个实例。这是正常的。点击“启示者动态”。



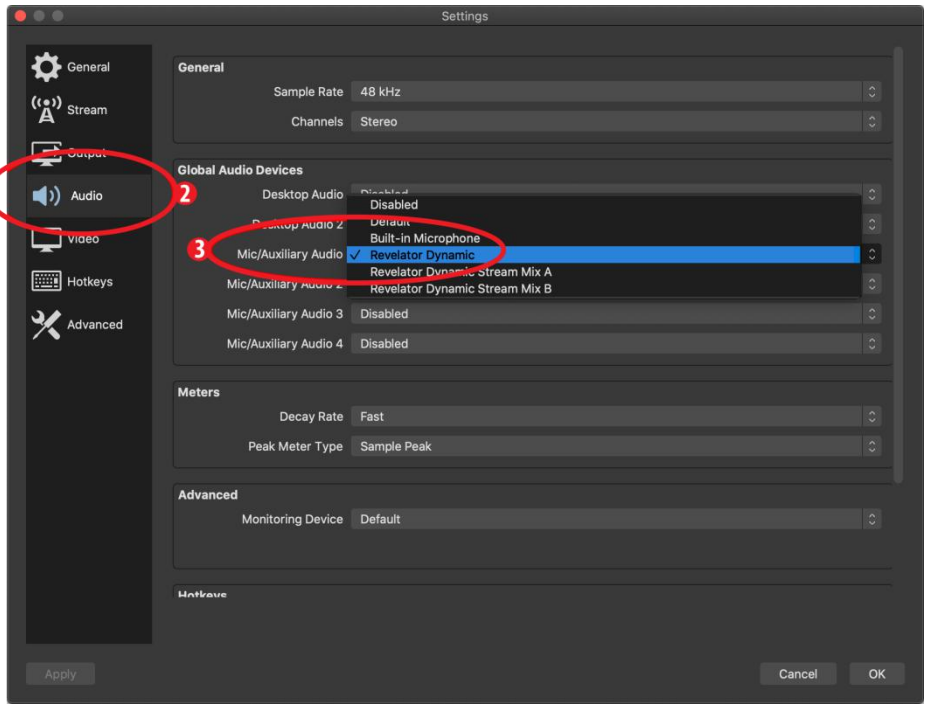
Power User Tip: *Google Meet will switch audio devices automatically to the last device connected to your system. There is a chance that the next time you open Google Meet that it may default to a different audio device without notifying you. Be sure to check your audio settings to make sure Revelator Dynamic is selected. PreSonus has no control over how this device selection works.*

用户提示: Google Meet *会自动将音频设备切换到最后一个连接到你的系统的设备上。下次打开 Google Meet 时，它可能会默认到不同的音频设备而不会通知你。请务必检查你的音频设置，以确保已选择 Revelator Dynamic。PreSonus没有控制如何选择这个设备工作。*

3.2.5 Using Revelator Dynamic forOBS 在OBS中使用 Revelator Dynamic

1. Click on Settings under “Controls” 点击“控制”下的 ”设置”。

2. Click “Audio.” 点击“音频”。



3. Under Mic/Auxiliary Audio, select Revelator Dynamic.

在麦克风/辅助音频下，选择 Revelator Dynamic。

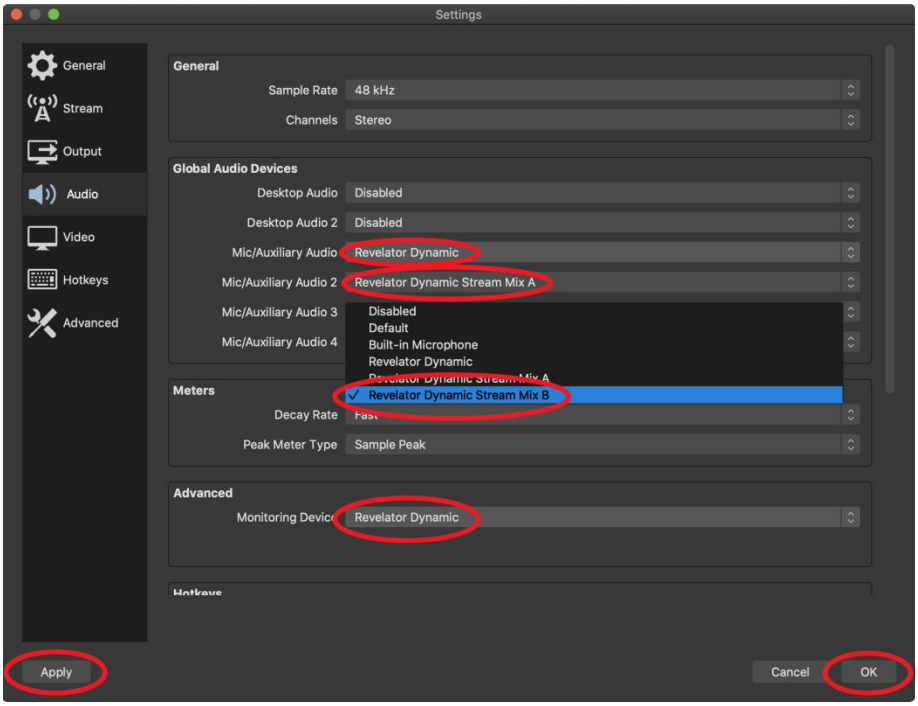
4. If you would like to source the audio for other applications, you can set Mic/Auxiliary Audio 2 and 3 to Revelator Dynamic Stream Mix A and B respectively. Please note, you must route the output for those applications to the same device. For example, if you would like the audio output from your Skype call to be available on Auxiliary Audio 2, you would set “Revelator Dynamic Stream Mix A” as both the Speaker output for Skype and the source for Auxiliary Audio 2. Please see the *Mixing and Loopback Audio section* for more information.

如果你想为其他应用程序提供音频源，可以将Mic/辅助音频2和3分别设置为 “Revelator Dynamic Stream Mix A 和 B”。请注意，必须将这些应用程序的输出路由到相同的设备。

例如，如果你想Skype通话的音频输出在辅助音频 2上可用，你可以将“Revelator Dynamic Stream Mix A”设置为 Skype 的扬声器输出和辅助音频 2的源。请参阅 *混合和环回音频部分* 的更多信息。

5. Under Advanced, set the Monitoring Device to Revelator Dynamic. This will route the output audio from OBS to the headphone output on Revelator Dynamic.

在 ”Advanced”下，将“监听设备”设置为“Revelator Dynamic”。这将把音频输出，从OBS路由到Revelator Dynamic的耳机输出上。



6. Click Apply. 单击“Apply”

7. Click OK. 单击“Ok”

Your Revelator Dynamic is now set-up for OBS! 你的Revelator Dynamic现在为OBS设置!

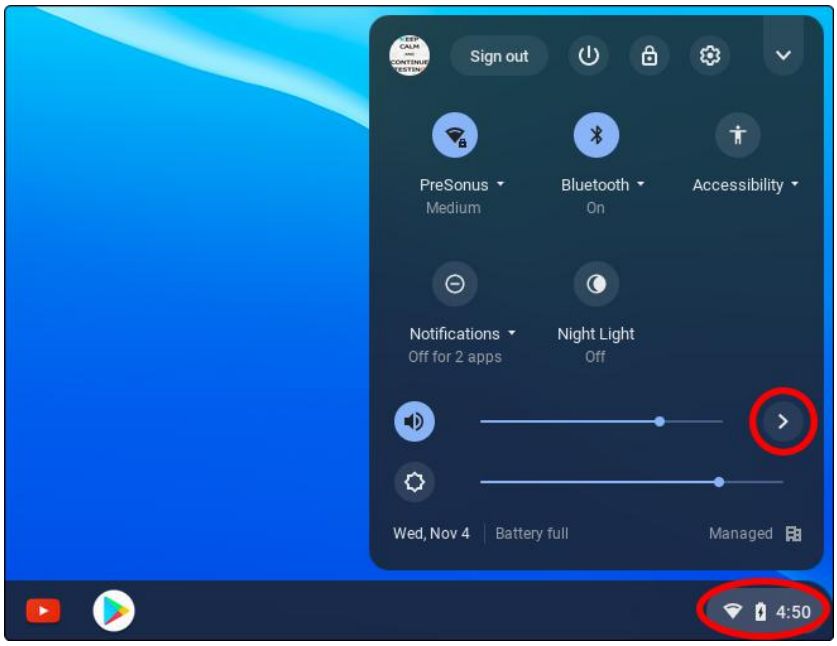
3.2.6 Using Revelator Dynamic on Chromebook 在 Chromebook 上使用 Revelator Dynamic

While Chromebooks are compatible with Revelator Dynamic, there is no way to run Universal Control for advanced editing of the settings or effects presets beyond what is directly accessible on the microphone itself. That said, Audio setup in Google Chromebooks is very simple.

虽然Chromebooks与 Revelator Dynamic兼容，但除了麦克风本身可以直接访问的内容外，没有办法运行Universal Control来对设置或效果预置进行高级编辑。也就是说，Google Chromebook 的音频设置是非常简单的。

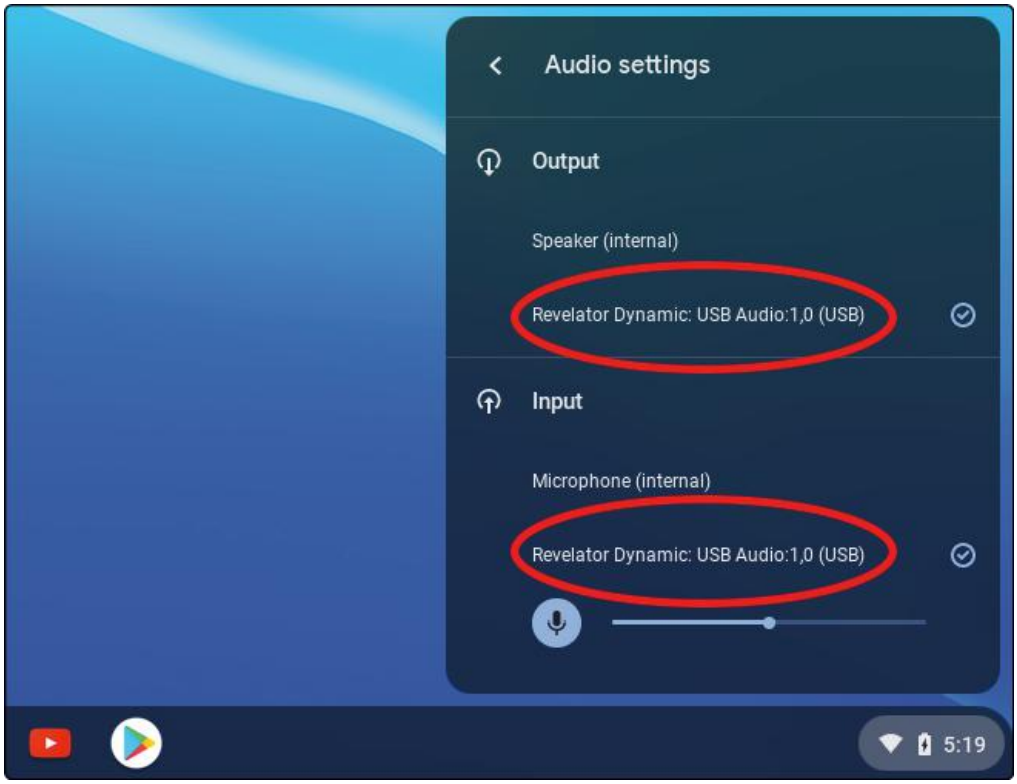
1. After connecting the Revelator Dynamic Microphone to your Chromebook, select the taskbar menu in the lower right corner (by the clock) to bring up the system menu.

将Revelator Dynamic麦克风连接到Chromebook后，选择右下角的任务栏菜单 (按时钟)，弹出系统菜单。



2. Select the greater than symbol (>) to the right of the volume slider to enter Audio Settings and select your audio device. The green circle with the check mark indicates your preferred device. If Revelator Dynamic is not already selected, select it here for both Output and Input.

选择音量滑块右侧的大于符号(>)，进入“音频设置”并选择你的音频设备。带有复选标记的绿色圆圈表示你的首选设备。如果还没有选中 Revelator Dynamic，请在这里为 Output 和 Input 选择它。



3.2.7 Using Revelator Dynamic with Zoom on Chromebook 在Chromebook上使用 Revelator Dynamic缩放

You can use Revelator Dynamic on a Chromebook to conduct Zoom meetings.

你可以在Chromebook上使用Revelator Dynamic来进行Zoom会议。

Chrome does not install an application for Zoom like it does on macOS or Windows. Instead, on Chromebook, Zoom installs a widget for the Chrome browser, through which you can select your audio device and toggle some advanced audio settings.

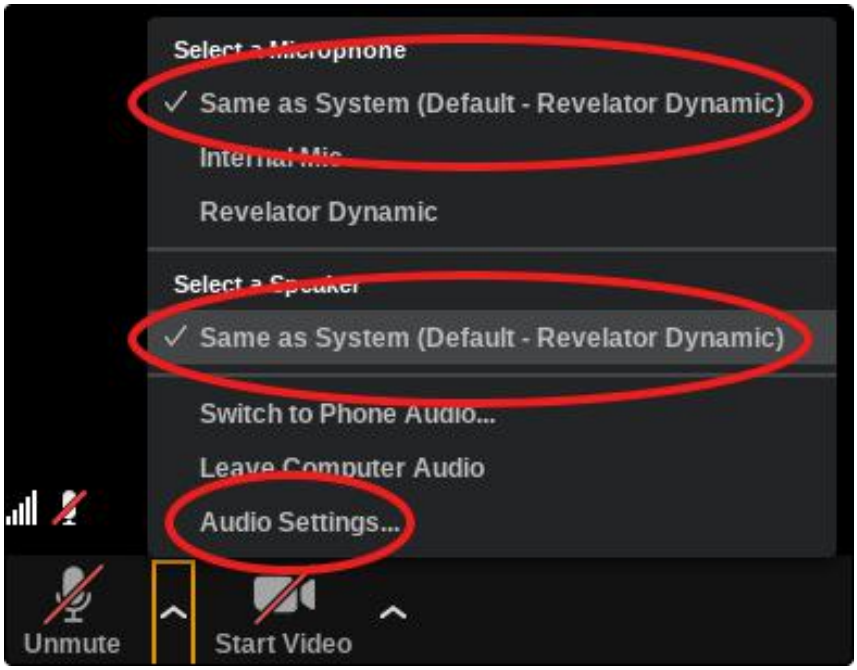
Chrome安装与在 macOS 或Windows系统中安装 Zoom 应用程序不同。相反，在Chromebook上，Zoom为Chrome浏览器安装了一个小部件，通过它，你可以选择音频设备，并切换一些高级音频设置。

1. Launch Zoom and start a Zoom meeting.

启动 Zoom 并开始 Zoom会议。

2. Once you are in a Zoom meeting, you can change your audio device by selecting the up arrow next to the microphone icon in the lower left corner of the screen.

在 Zoom会议中，你可以通过选择屏幕左下角麦克风图标旁边的向上箭头来更改音频设备。

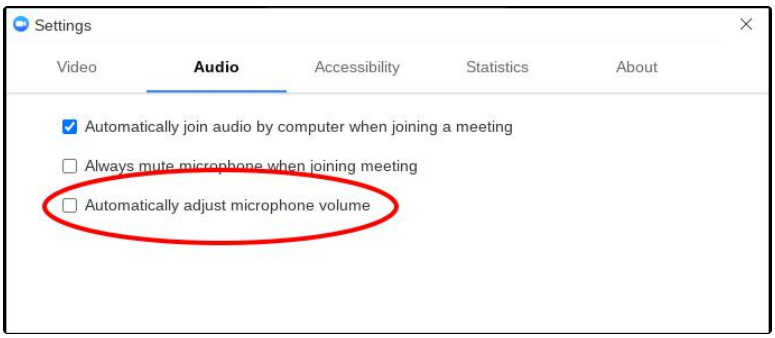


3. Select Revelator Dynamic as your Microphone and Speaker.

选择 Revelator Dynamic作为你的麦克风和扬声器。

4. Click on Audio Settings to access the Advanced options menu.

点击”音频” 设置，进入高级选项菜单。



5. Ensure that the box labeled “Automatically adjust microphone volume” is not checked.

You can adjust both Input gain and speaker playback volume on the Revelator Dynamic manually.

There are no other advanced menu options as found in the Mac / Windows versions of Zoom.

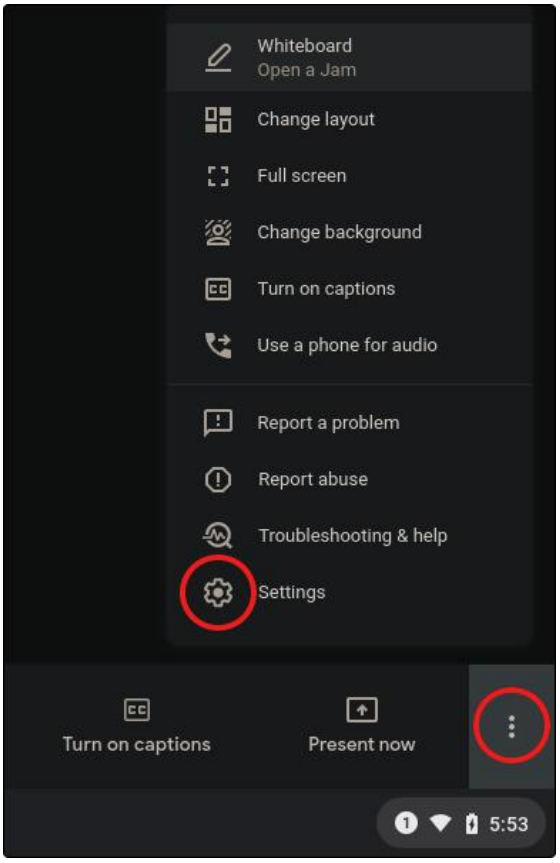
确保标有 "Automatically adjust microphone volume " 的方框没有被选中。你可以在 Revelator Dynamic上，手动调整输入增益和扬声器播放音量。在Mac/Windows版本的Zoom中，没有其他高级菜单选项。

3.2.8 Using Revelator Dynamic with Google Meet on Chromeboo，在Chromebook上，使用 Revelator Dynamic和Google Meet

Revelator Dynamic will work with Google Chromebook for Google Meet.

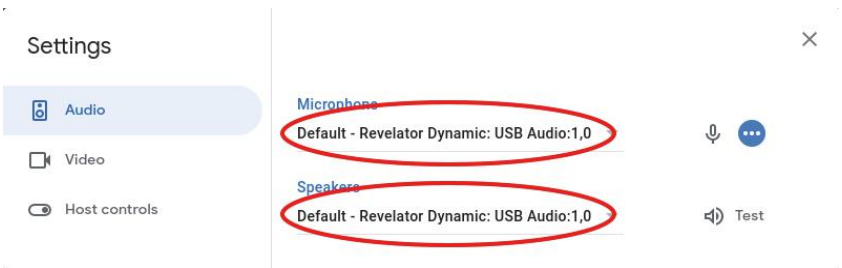
Revelator Dynamic将与Google Chromebook一起用于Google Meet。

1. Open Google Meet and start a meeting. 打开Google Meet，开始一个会议。
2. Once you're in a Google Meeting, select the vertical dots in the lower right corner of your Google Meet window to open the Options menu. 一旦你进入Google Meeting，选择谷歌会议窗口右下角的垂直圆点，打开选项菜单。
3. Click on the Settings Cog icon. 点击设置Cog图标。



Google Meet's Audio menu will be highlighted by default. If Revelator Dynamic is not already selected, click the down arrow under Microphone and Speakers and click on "Revelator Dynamic."

Google Meet 的音频菜单将被默认突出显示。如果还没有选择 Revelator Dynamic，请点击麦克风和扬声器下面的向下箭头，然后点击 "Revelator Dynamic"。



Power User Tip: *Google Meet will automatically switch to the last audio device connected to your system. There is a chance that the next time you open Google Meet that it may choose a different audio device without notifying you. Be sure to check your audio settings to make sure Revelator Dynamic is selected. PreSonus has no control over how this device selection works.*

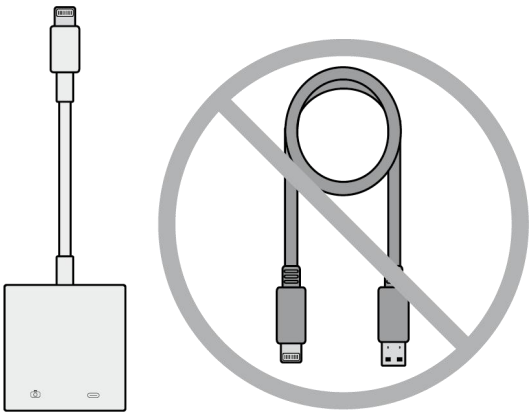
用户提示：*Google Meet会自动切换到连接你系统的最后一个音频设备。有可能在你下次打开 Google Meet时，它会选择不同的音频设备而不通知你。请务必检查你的音频设置，确保选择了 Revelator Dynamic。PreSonus无法控制这种设备的选择方式。*

3.2.9 Using Revelator Dynamic with iOS/iPadOS devices 在iOS/iPadOS设备上使用 Revelator Dynamic

Revelator Dynamic works when connected directly to iOS/iPadOS devices like iPads, though you should be aware of the following:

- When connected to iPad Pro tablets with USB-C ports, Revelator Dynamic will function as intended without additional power or direct connect. However, there's no way to charge the iPad while Revelator Dynamic is connected.
- All other iOS devices with Lightning connectors will require the use of the Apple Lightning to USB 3 Camera Adapter which features a pass-through for a power cable.
- Revelator Dynamic will not work when connected directly to an iPhone, as it requires additional power.

Note: You must use the Apple Lightning to USB 3 Camera Adapter, not the Lightning to USB cable.



Revelator Dynamic在直接连接到iPad等iOS/iPadOS设备时，可以工作，不过请注意以下几点：

- 当连接到带有USB-C端口的iPad Pro平板电脑时，Revelator Dynamic将按原定计划运行，无需额外的电源或直接连接。然而，在连接Revelator Dynamic时，没有办法为iPad充电。
- 所有其他带有Lightning接口的iOS设备，都需要使用苹果Lightning转USB 3相机适配器，该适配器具有电源线的直通功能。
- Revelator Dynamic直接与iPhone连接时将无法工作，因为它需要额外的电源。

注意：你必须使用苹果Lightning转USB 3相机适配器，而不是Lightning转USB线。

3.2.10 Using Revelator Dynamic with Android devices 在安卓设备上使用 Revelator Dynamic

Revelator Dynamic works great when connected directly to Android devices. If you find your Android device doesn't provide enough power, an externally-powered USB hub can be connected to your Android device to provide additional power to your Revelator Dynamic.

Revelator Dynamic直接与安卓设备连接时效果很好。如果你发现你的安卓设备不能提供足够的电力，可以将外部供电的USB集线器连接到你的安卓设备上，为你的Revelator Dynamic提供额外电力。

4. Presets, Fat Channel, and Voice Effects 预置，Fat Channel和音效

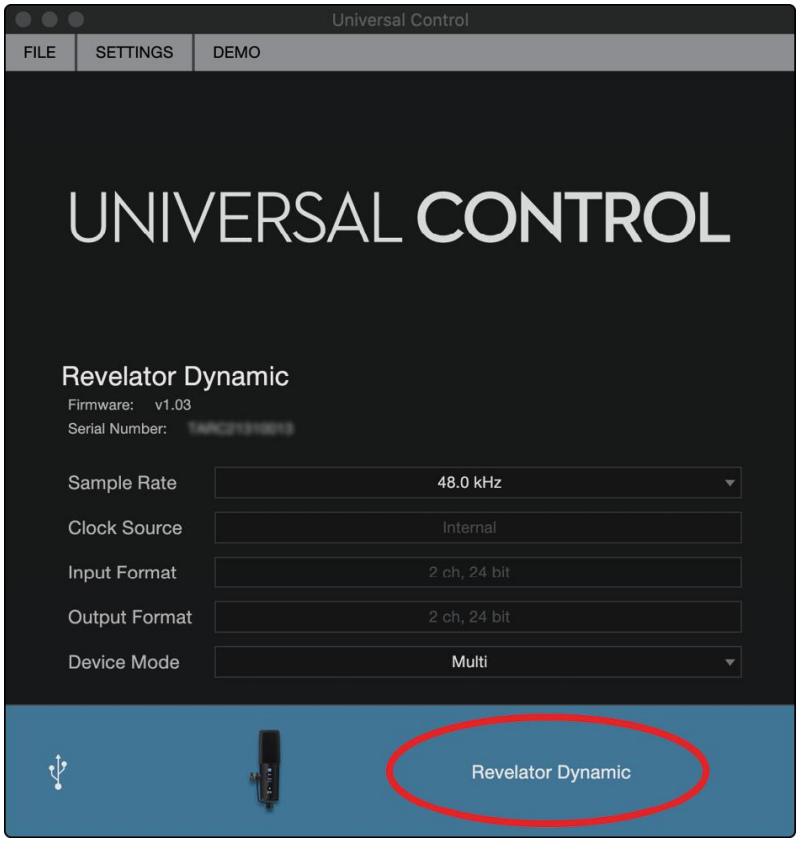
4.1 Preset Management 预置管理

Your Revelator Dynamic can access 4 presets using the Preset button... but there are 4 more presets created by PreSonus for you to enjoy—plus another 8 preset slots for you to create custom presets. These 16 presets are all available from Universal Control.

To view the advanced features, click on Revelator Dynamic from the Device List in the Universal Control Launch window.

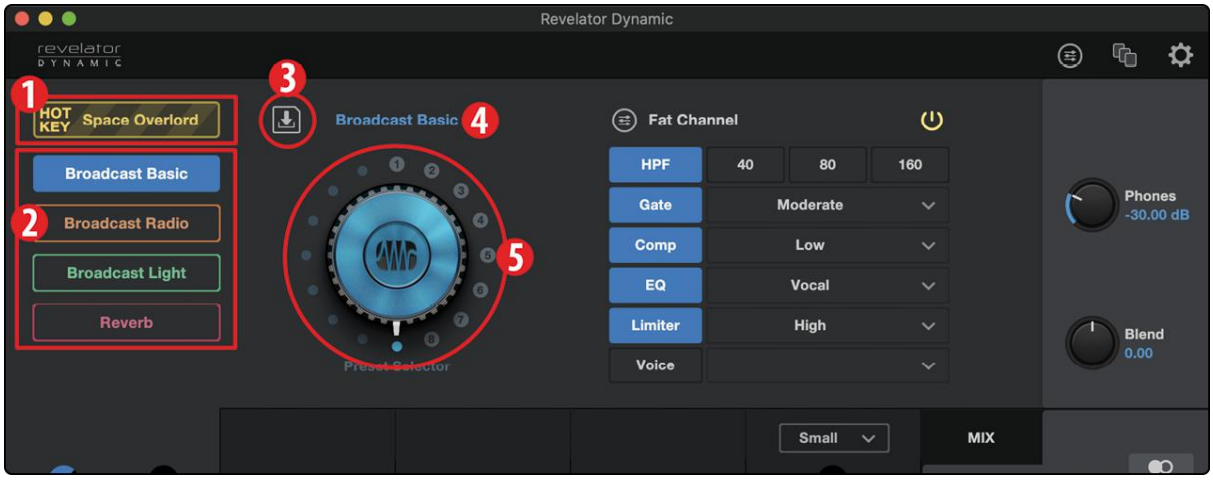
你的Revelator Dynamic可以通过预置按钮访问4个预置..... 但还有4个由 PreSonus 创建的预置供你享用，另外还有8个预置槽供你创建自定义预置。这16个预置都可以从Universal Control获得。

要查看高级功能，请在Universal Control启动窗口的设备列表中点击 Revelator Dynamic。



In the upper left corner, you will see the Preset Manager. Let's take a quick tour:

在左上角，你会看到预置管理器。让我们快速浏览一下：



1. **Hot Key.** This preset slot lets you store a setting to use on the fly. It overrides the current presets and must be toggled off before you can use the other presets again. This is great when you want to throw a quick effect on your voice.
2. **Preset Slots 1-4.** This corresponds to the four Preset slots on your Revelator Dynamic. These are the presets that are available from the Preset button. You can choose to keep the factory presets or change them as you see fit.
3. **Save Preset.** Click on this button to save a preset to one of the 8 user slots. Rename it, if you like.
4. **Preset List.** Click on the Preset name to view the Preset dropdown menu. This will let you view every Preset available and quickly select the one you want.
5. **Preset Selection Knob.** Use your scroll wheel to turn this knob and audition presets in real-time.

1. **热键。**这个预置槽可以让你存储一个设置，以便在飞行中使用。它覆盖了当前的预设，在你再次使用其他预设之前，必须切换到关闭。当你想对你的声音进行快速的效果时，这是很好的。

2. **预置槽1-4**。这相当于你的Revelator Dynamic上的四个预置槽。这些是可以从预置按钮中获得的预置。你可以选择保留出厂时的预置，或根据你的需要进行改变。

3. **保存预置。**点击这个按钮来保存一个预置到8个用户插槽中的一个。如果你喜欢的话，可以给它重命。

4. **预置列表**。点击预设名称，查看预设下拉菜单。这将让你查看每一个可用的预设，并迅速选择你想要的预设。

5. **预置选择旋钮。**使用你的滚轮来转动这个旋钮，实时试听预置。

4.1.1 Changing Preset Button Slots 改变预置按钮槽位

To change one of the presets available from Revelator Dynamic:

1. Click to select the slot you would like to change.
2. Select the desired preset using either the Preset selection knob or selecting it from the dropdown menu.

Let's try it!

In our example, we're going to change the "green" preset from "Broadcast Light" to "Delay."

要改变 Revelator Dynamic 提供的预设之一。

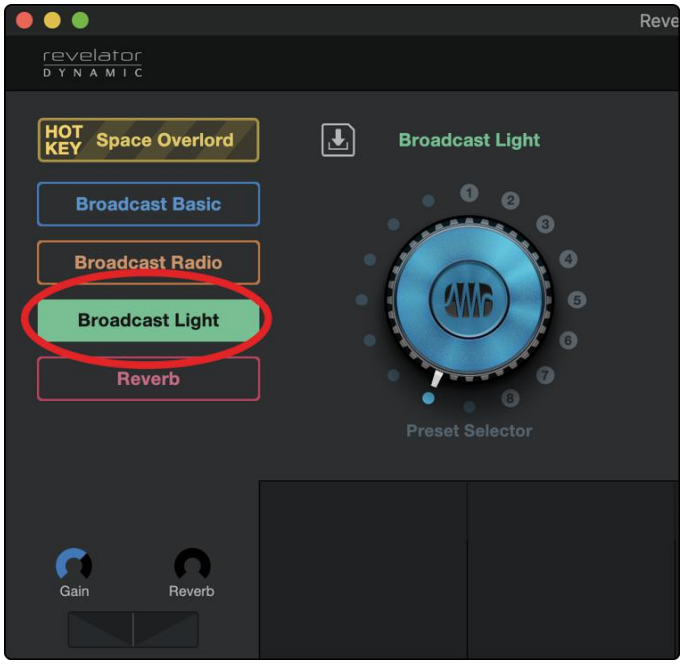
1. 点击选择你想改变的插槽。

2. 使用预置选择旋钮或从下拉菜单中选择所需的预置。

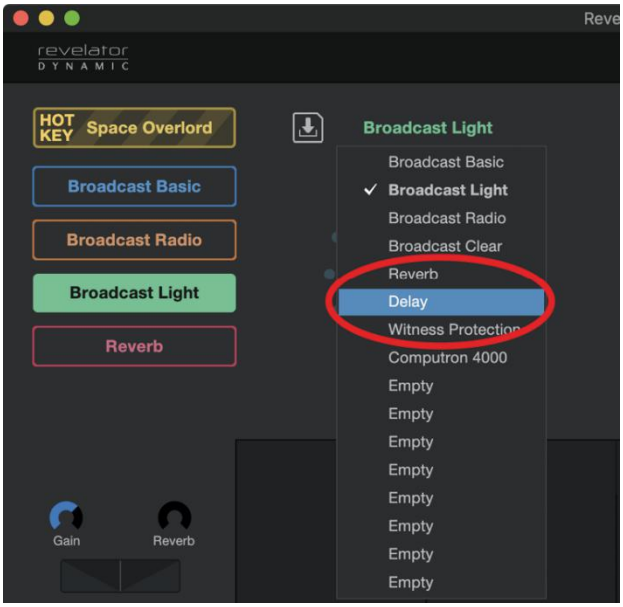
让我们试试吧!

在我们的例子中，我们要把 "绿色 " 的预置从 "Broadcast Light" 改为 "Delay"。

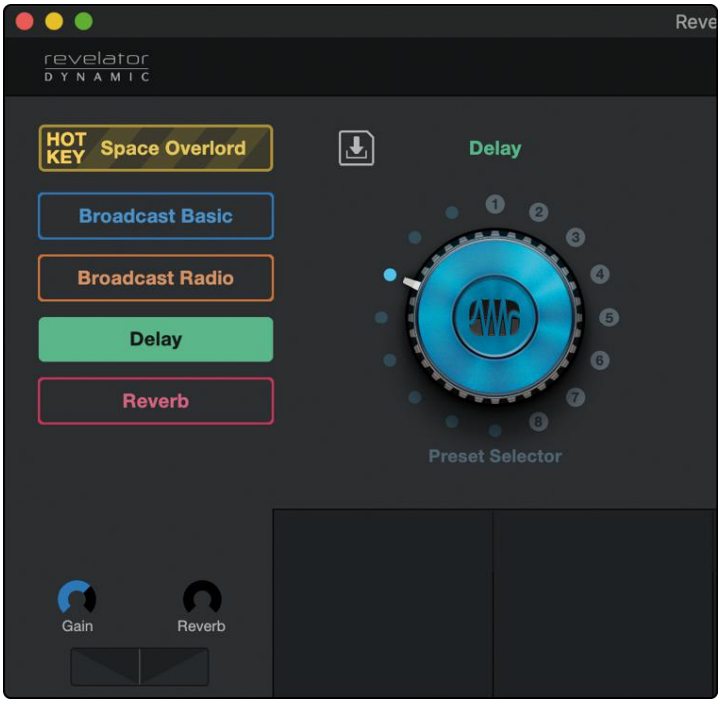
1. From the Preset Slot list, select “Broadcast Light.” 从预置插槽列表中，选择 "Broadcast Light"。



2. Click on the drop-down menu and select “Delay” from the list. 点击下拉菜单，从列表中选择 "延迟"。



3. “Delay” is now the preset stored in this slot. "延时 "现在是存储在这个槽中的预置。



That’s it! 这就是了！

4.1.2 Storing New Presets 储存新的预设

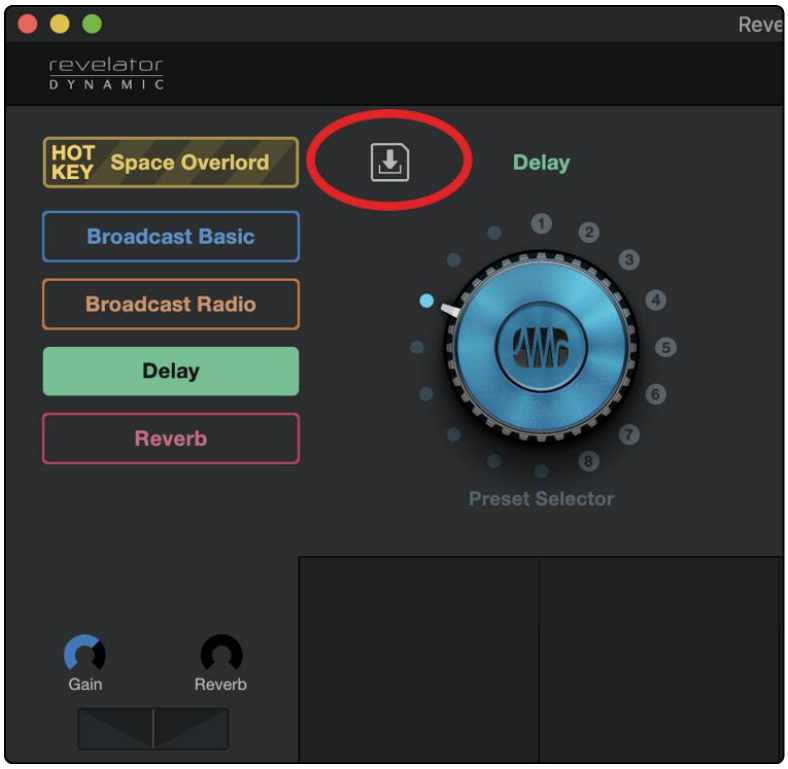
We're going to get into all the Fat Channel settings in the next section (*Fat Channel and Voice Effects*), but while we're here, let's talk about storing new Presets.

我们将在下一节（Fat Channel和音效）讨论Fat Channel的所有设置，但在这里，让我们谈谈存储新的预置。

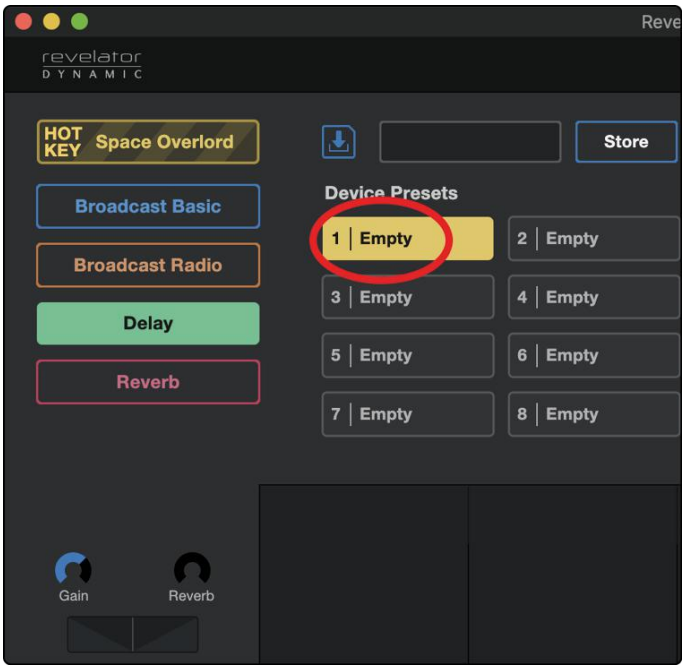
To store a new preset to one of the 8 User Slots:

要把一个新的预置存储到其中8个用户槽中的一个。

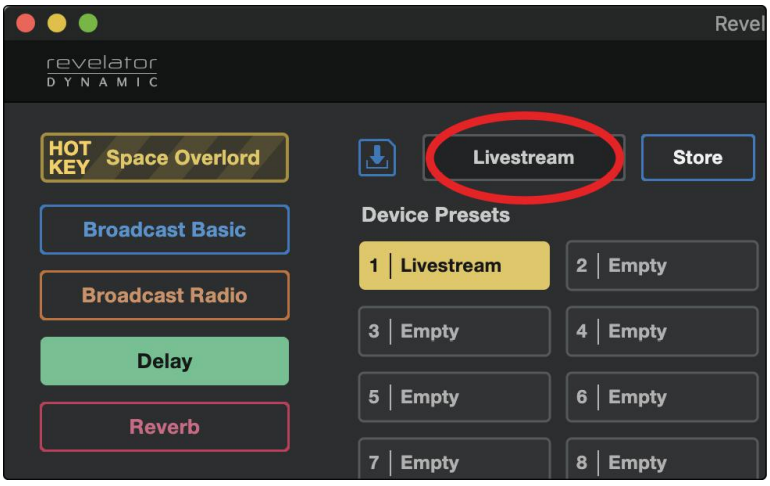
1. Click on the Save Preset button. 单击 "保存预置 "按钮。



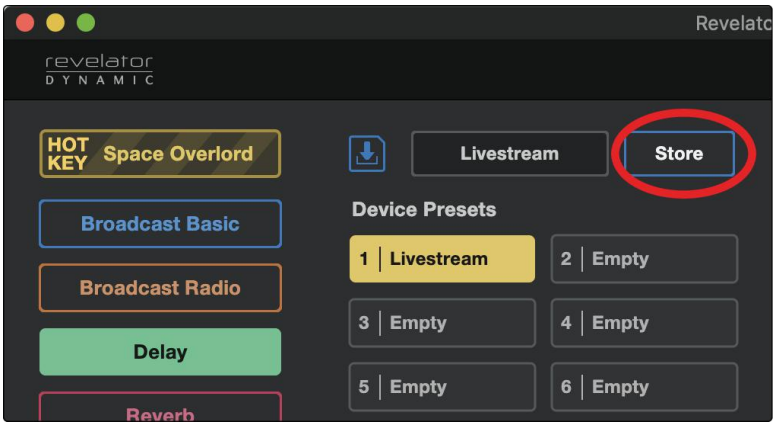
2. Select the user slot to which you want to store it. 选择你要存储的用户插槽。



3. Enter the name you'd like to use. 输入你想使用的名字。



4. Click Store. 点击存储。



Done! 完成！

Now, if you'd like that new preset stored in one of the positions available from the Preset button on your

Revelator Dynamic, follow the instructions in *Presets and Scenes* and customize away!

现在，如果你想把新的预置储存到 Revelator Dynamic 上的预设按钮中的其中的一个位置上，请按照预置和场景中的说明，可进行定制。

4.1.3 Exporting/Importing Presets 导出/导入预置

Revelator can save four preset on the hardware unit itself. This is useful for times when you want to use Revelator Dynamic with a device that doesn't run Universal Control—for example, a Chromebook, iPad, or a camera with an audio input.

You can Import and Export Presets from Universal Control to Revelator Dynamic and vice-versa. This way, you can build a wide inventory of presets to use for many different applications—and always make sure you have them ready for whatever task comes your way.

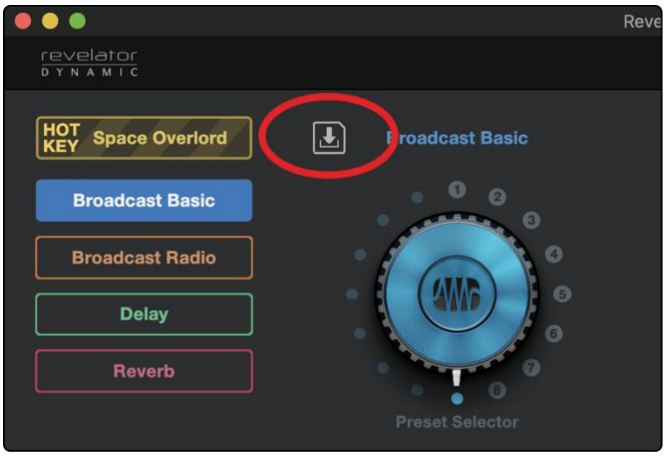
Revelator可以在硬件设备本身保存四个预置。当你想把Revelator Dynamic用在不运行的 Universal Control 设备上时，这很有用--例如Chromebook、iPad或带有音频输入的相机。

你可以从Universal Control向Revelator Dynamic导入和导出预置，反之亦然。这样，你就可以建立一个广泛的预置库，用于许多不同的应用--并始终确保你有这些预置来完成你的任务。

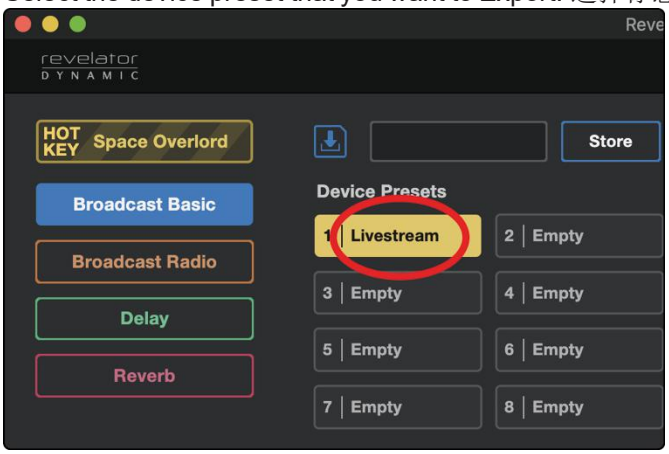
To Export a new preset to one of the 8 User Slots:

要把一个新的预置导出到8个用户插槽之一：

1. Click on the Save Preset button. 单击 "保存预置 "按钮。



2. Select the device preset that you want to Export. 选择你想导出的设备预置。

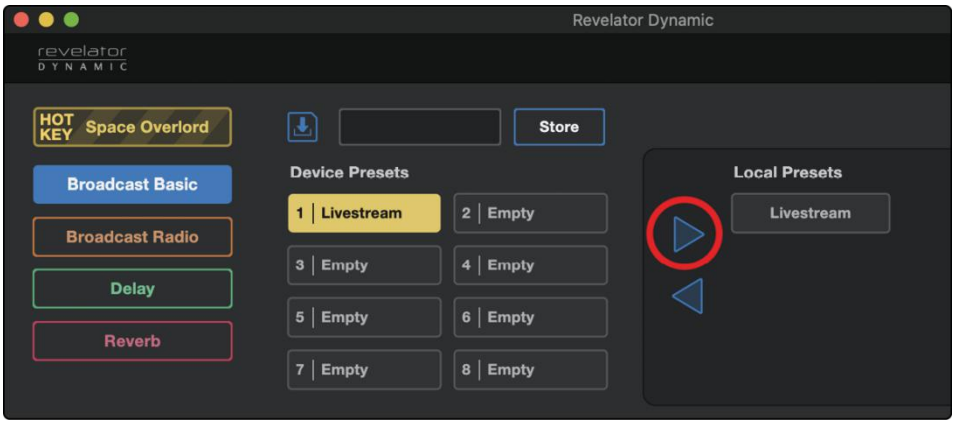


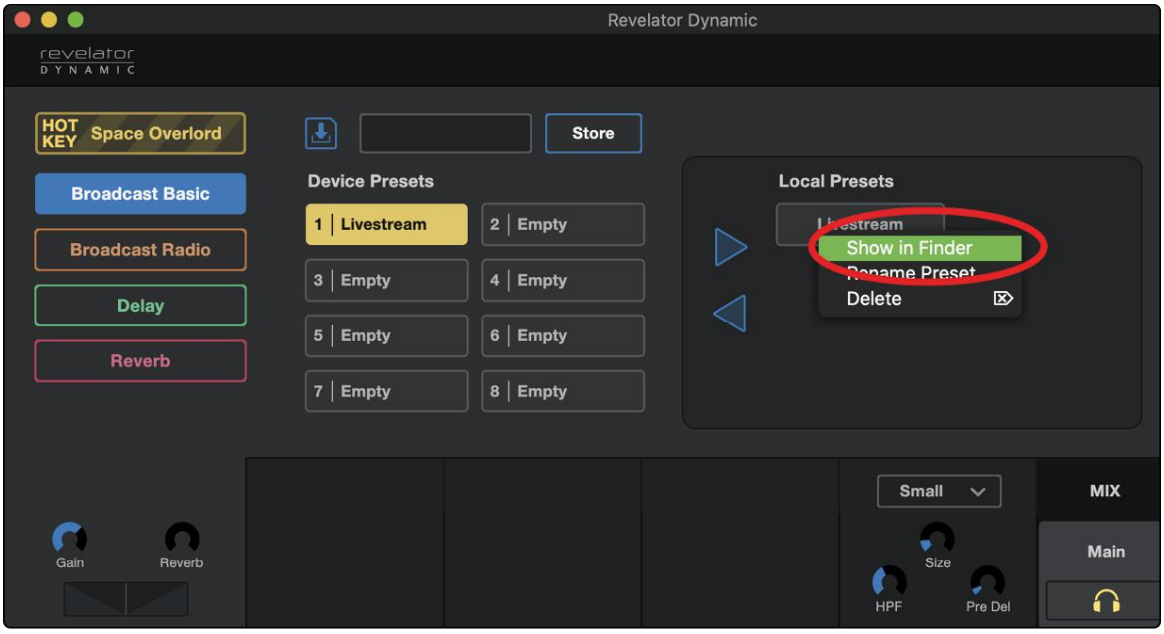
3. Click on the right arrow to Export the Preset. The Preset will appear in the list.

点击右边的箭头，导出预置。该预置将出现在列表中。

To find where the exported Preset has been stored on your computer, right-click on it and choose Show in Finder (Mac) or Show in Explorer (Windows). Have fun sharing this file for use by other Revelator Dynamic users!

在你计算机上要找到导出的预置存储位置，右击它并选择显示在 Finder（Mac）或显示在资源管理器（Windows）。分享文件可供其他Revelator Dynamic的用户使用！



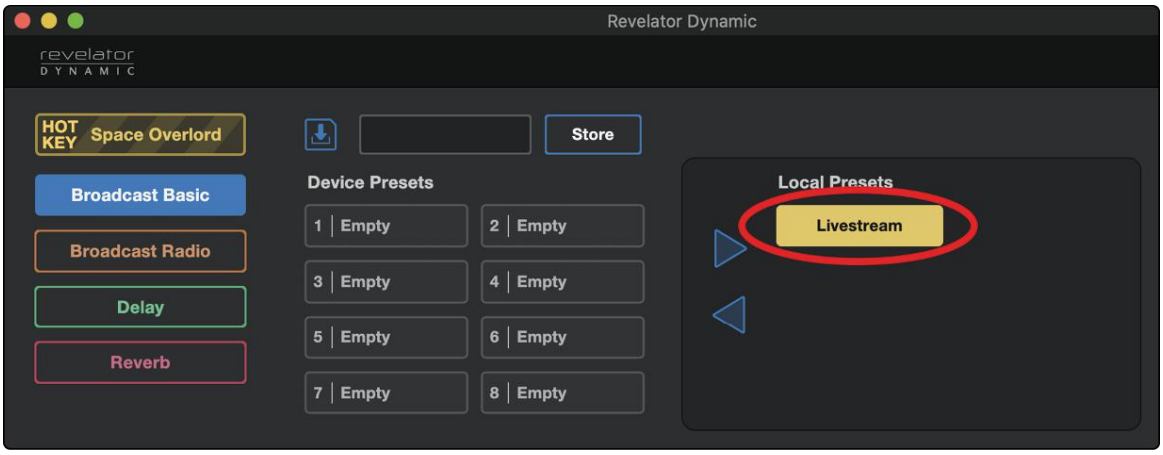


To Import a new preset to one of the 8 User Slots:

要把一个新的预置导入到8个用户插槽的一个插槽中：

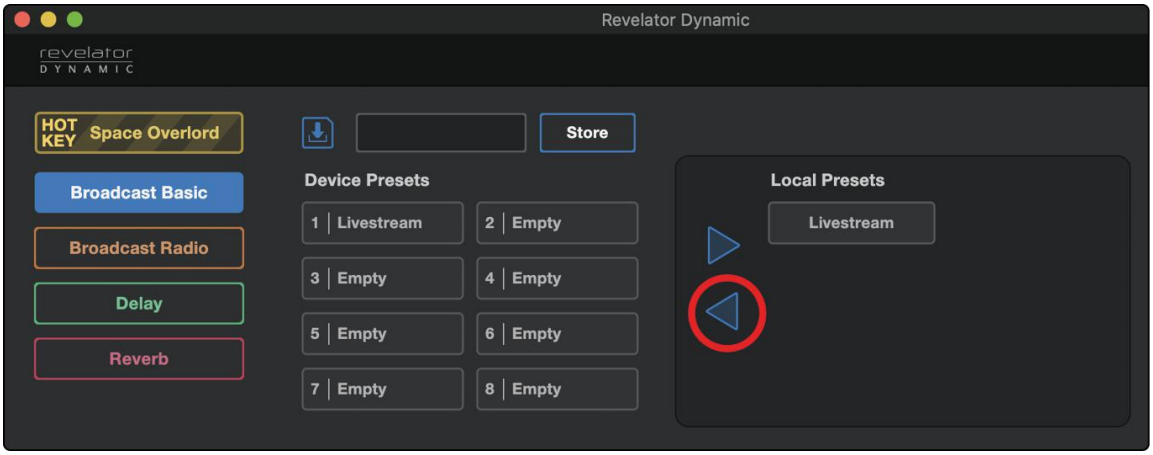
1. Click on the desired Preset in the Local Presets list.

在本地预置列表中点击所需的预置。



2. Click on the left arrow to load the Preset into a Device Preset slot.

点击左边的箭头，将预置值加载到设备预置插槽中。



Now, if you'd like that new Preset stored in one of the positions available from the Preset buttons on your Revelator Dynamic, follow the instructions in the *Presets and Scenes section* and customize away!

现在，如果你想把新的预置储存在你的 Revelator Dynamic预置按钮中的其中一个位置中，请按照*预置和场景部分*的说明进行操作。

Power User Tip: *You can also store and recall your Presets with a simple drag and drop!*

用户提示： *你也可以通过简单的拖放来存储和调用你的预置。*

4.1.4 Scenes - Save and Recall 场景 - 保存和撤销

Scenes allow you to store all of the Revelator Dynamic's settings for recall at a later time. This is useful for if you have various projects that require specific settings—you won't have to set up every little detail of your Revelator Dynamic every time you change projects! For example, you might have a podcasting setup with a preset for your frequent guest, and also have a setup you like for recording acoustic guitar.

Use Scenes to quickly jump from one configuration to another without having to adjust multiple settings!

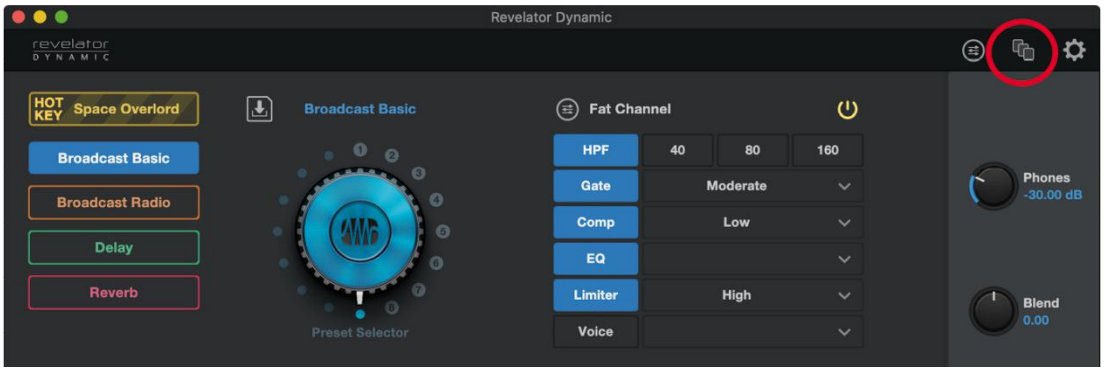
场景允许你存储Revelator Dynamic的所有设置，以便以后可调用。如果你有不同的项目需要特定的设置，这个很有用！--你不必在每次改变项目时，都要对Revelator Dynamic的每个小细节进行设置。例如，你可能有一个播客设置，为你的常客进行预置，同时也有一个你喜欢的设置，用于录制原声吉他。

使用场景可以快速地从一个配置跳到另一个配置，而不需要调整多种设置。

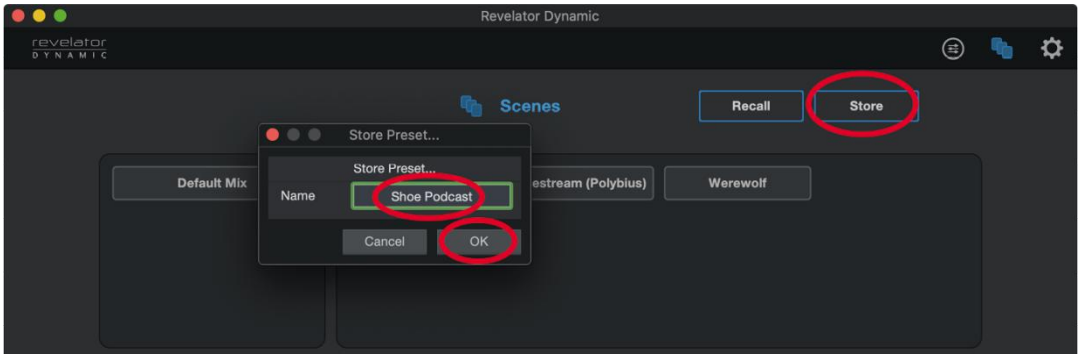
To store a Scene: 要存储一个场景。

1. Set up your Revelator Dynamic just the way you like it for a particular application before storing the Scene. 在存储场景之前，按你喜欢的方式设置你的Revelator Dynamic，以满足个性化的应用。

2. Click the Scenes menu on the top right of Universal Control. 点击Universal Control右上方的Scenes菜单。



3. Click Store and name your Scene. Click OK. 点击存储并命名你的场景。单击 "确定"。



To Recall (load) a Scene, simply click the Scene you want from the Scene List and then click Recall.

To delete a Scene, right-click it in the Scene List and choose Delete.

要调用（加载）一个场景，只需从场景列表中点击你想要的场景，然后点击调用。

要删除一个场景，在场景列表中右击它并选择删除。

5. Fat Channel and Voice Effects Fat Channel 和音效

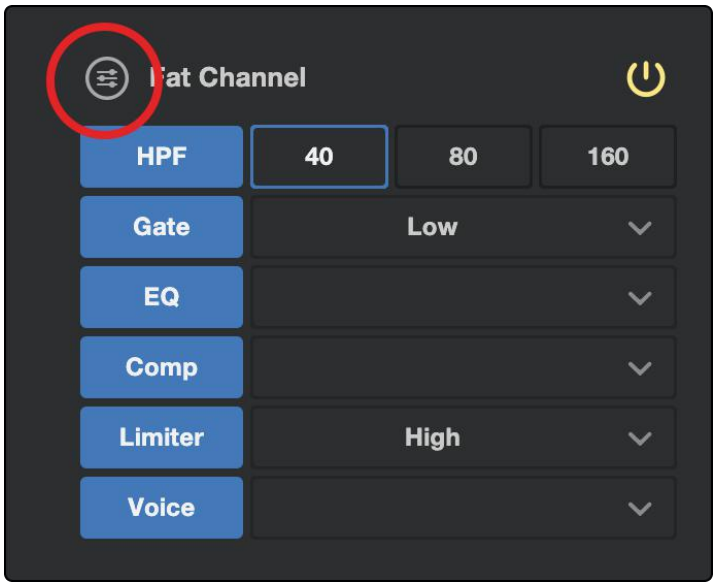
5.1 Fat Channel and Voice FX Fat Channel and 声音特效

The Fat Channel provides essential vocal processing tools to sculpt your sound, as well as Voice FX section to warp, distort, and bounce it around. These are the effects that are stored with a preset. A dedicated Reverb processor is also available, but it is important to note that Reverb is not stored with a Preset. More on Reverb in the *Fat Channel and Voice Effects section.*

If you're new to vocal processing, the Fat Channel section provides easy-to-use presets for each processor block. This section will go through the controls available as well as provide some useful information on how these processors affect your sound.

Fat Channel 提供了基本的人声处理工具来塑造你的声音。这些是与预置一起存储的效果。一个专门的混响处理器也是可用的，但需要注意的是，混响不与预置一起存储。更多关于混响的内容请看*Fat Channel and Voice Effects*部分。

如果你是新手，Fat Channel 部分为每个处理器块提供了易于使用的预置。本节将介绍可用的控制，并提供关于处理器如何影响你声音的有用信息。



If you are an advanced user, more granular control is available for each processor. To view every parameter available, click on the Advanced button. For more information, please refer to *Advanced Features and Customization Tools.*

如果你经验丰富，可以对每个处理器进行更精细的控制。要查看每一个可用的参数，请点击 "Advanced" 按钮。想了解更多信息，请参考*高级功能和定制工具*。

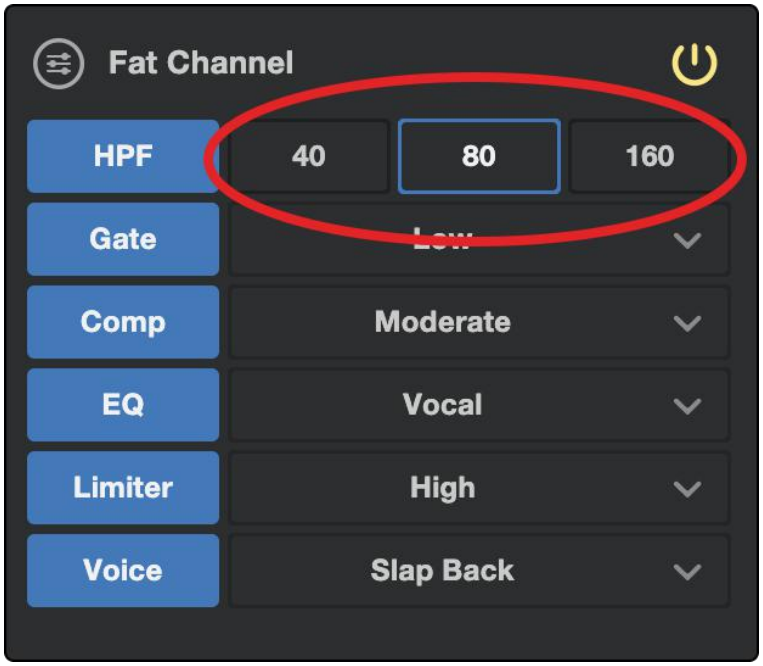
5.1.1 High Pass Filter (HPF) 高通滤波器

Also known as a low-end roll-off filter, the High Pass Filter (HPF) lets you cut all frequencies below a specified point, letting the frequencies above that point pass through unchanged. This filter can be handy when you want to reduce the “boominess” or “muddiness” of a vocal and improve the overall clarity.

Choose between 40 Hz, 80 Hz, and 160 Hz.

高通滤波器（HPF）也被称为低端滚降滤波器，它可以让你切断所有低于某个指定点的频率。让高于该点的频率不发生变化的通过。当你想提高整体声音的清晰度，并需要减弱"鼎沸" 或 "嘈杂"的人声时，这个滤波器就会非常方便。

在40Hz、80Hz和160Hz之间选择。



Power User Tip: *When looking at frequency ranges in audio, it’s important to know that the smaller the number, the lower the frequency is. The 40 Hz and 80 Hz settings can be especially useful in reducing the “rumble” from a nearby road or any background electrical noise or hum.*

用户提示：*当查看音频的频率范围时，重要的是要知道数字越小，频率越低。40赫兹和80赫兹的设置，对于减少来自附近道路的 "隆隆声 "或任何背景下的噪声或嗡嗡声都特别有用。*

If you would like more granular control, please see *Advanced Features and Customization Tools* for more on advanced High Pass Filter settings.

如果你想要更细化的控制，请看高级功能和定制工具，可了解更多高通滤波器的设置。

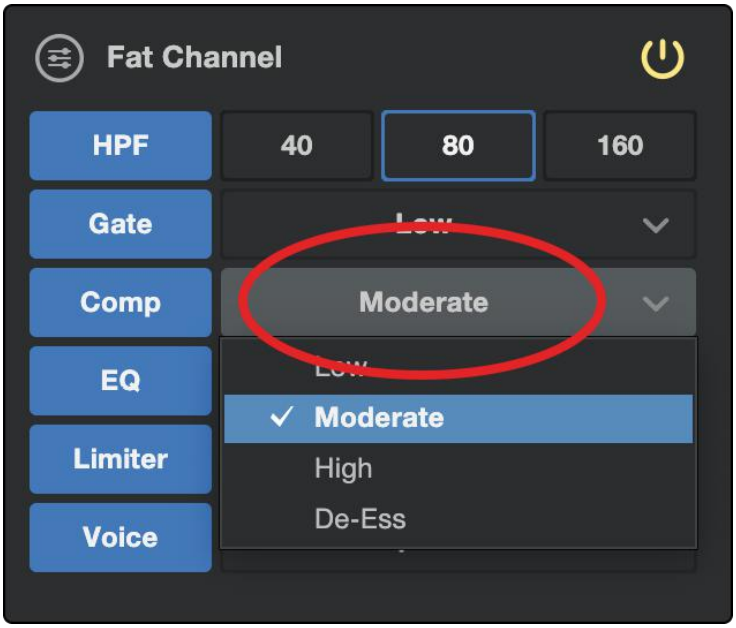
5.1.2 Gate

Noise gating is the process of removing unwanted sounds from your audio by cutting (or attenuating) all signals below a set threshold. The gate will remain “open” as long as the signal is louder than the set threshold. Noise gates were originally designed to help eliminate extraneous noise and unwanted artifacts from a recording, such as hiss, rumble, or transients from other instruments in the room. Since hiss and noise are not as loud as the intended audio source (You!), a properly set gate will only allow the intended sound to pass through; the volume of everything else is lowered. Not only will this strip away unwanted artifacts, it will also add definition and clarity to the desired sound.

噪声门是通过切断（或减弱）所有低于设定的阈值信号，来去除音频中不需要的声音的过程。只要信号比设定的阈值大，Gate 就会保持 "开放"。噪声门最初的设计是为了帮助消除录音中不相干的噪声和不需要的艺术作品，如房间里其他乐器的嘶嘶声、隆隆声或瞬态。由于嘶嘶声和噪音并不像预期的音源那样响亮（你的！），一个正确设置的 “Gate” 将只允许预期的声音通过；其他的音量都被降低了。这不仅可以消除不需要的假象，还可以增加你所需声音的清晰度和满意度。

Choose between Low, Moderate, and High. Low will provide the least amount of gating, High will provide the most.

在低、中、高之间选择。低将提供最少的门控，高将提供最多的。



Ready to build your own gate? See the *Advanced Features and Customization Tools* section for advanced Noise Gate controls.

准备好建造自己的Gate了吗? 有关高级噪声门控制，请参阅*高级功能和定制工具部分*。

5.1.3 Compressor (Comp) 压缩器

Audio signals have very wide peak-to-average signal-level ratios (sometimes referred to as dynamic range) which is the difference between the loudest level and the softest level. This can create problems when you’re setting input levels because when enough gain (or volume) is applied to capture the softest level at its best, one cough, laugh, or excited moment can overload the input, resulting in distortion… and not the cool kind.

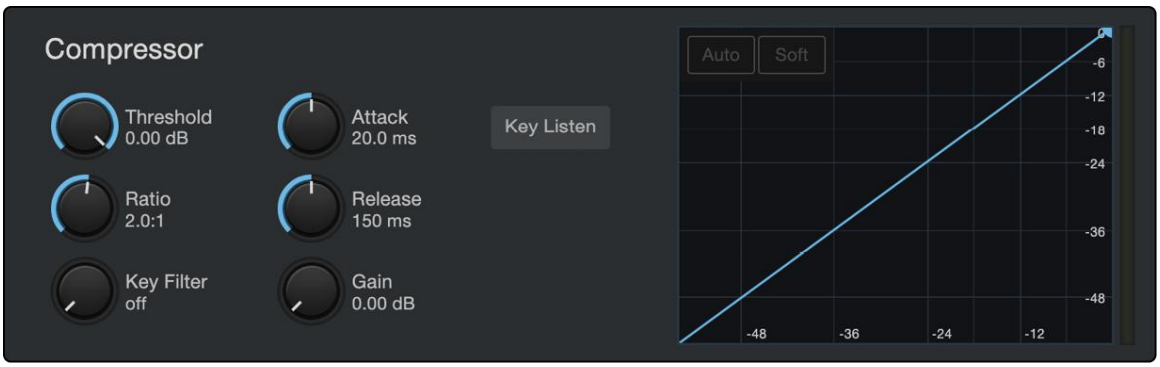
音频信号有非常大的峰值与平均信号水平比率 (有时称为动态范围)，这是最响亮的和最弱的控制之间的差异。当你在设置输入控制时时，这可能会产生问题，因为当使用足够的增益(或音量)来捕捉最温和的标准时，一个咳嗽、笑声或兴奋的时刻就会使输入过载，导致失真……而不是那种很酷炫的失真。

A compressor works by limiting the dynamic range of an audio source to make it sound more consistent and even. By setting the maximum level, the compressor makes sure that any audio signal that exceeds that volume is reduced to match it.

压缩器的工作原理是限制声源的动态范围，使声音听起来更一致、更均匀。通过设置最大控制，压缩器确保任何超出音频信号被减少匹配的音量。

Choose between Low, Moderate, High, and De-Ess. Low will provide the least amount of compression, High will provide the most.

在低、中、高和De-Ess之间进行选择。低将提供最少的压缩量，高将提供最多的。



Use the De-Ess setting if you notice a lot of “sibilance” in your speech. Sibilance is the pronounced presence of the “s” or “sh” sound. Depending on your accent and speech pattern, it can be more or less pronounced.

如果你发现录音中有很多 "咝咝声"，请使用De-Ess设置。咝咝声是指明显的 "s "或 "sh "音的存在。你的声音和说话方式可能更明显或更不明显。

Power User Tip: *While it may be charming in casual speech, sibilance can quickly become distracting because it resonates at a higher frequency that can become grating when heard repeatedly. The goal of a de-esser is not to remove the “s” sound entirely, rather, it’s intended purpose is to level it out so that it’s even with the rest of the consonants. In other words, you’ll still sound like you.*

用户提示：*虽然在随意说话时可能很有魅力，但咝咝声很快就会让人分心，因为它会在一个较高的频率上产生共鸣，反复听会让人感到厌烦。去咝咝声的目的不是完全去除 "s "的声音，相反，它的目的是把它拉平，使它与其他辅音保持一致。换句话说，更贴近你的声音。*

For more advanced compression controls and to learn about the different compressor models onboard your Revelator Dynamic, see the *Advanced Features and Customization Tools section.*

关于更先进的压缩控制和Revelator Dynamic上的不同压缩器型号，请看*高级功能和定制工具部分*。

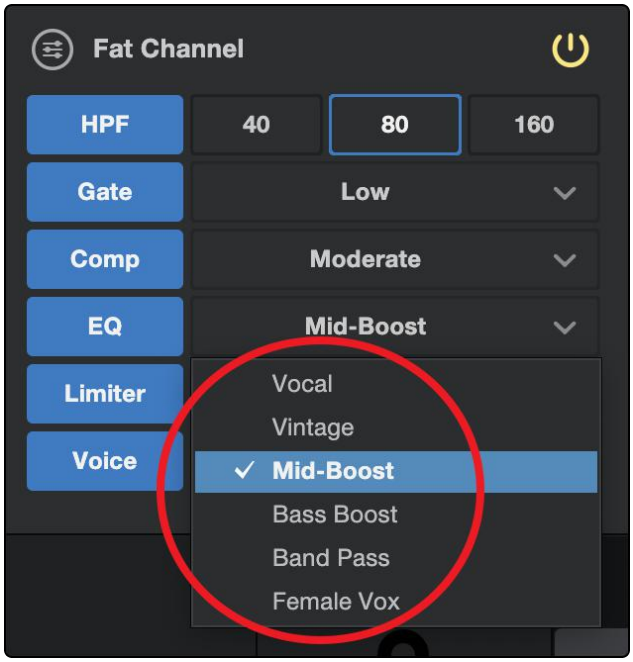
5.1.4 Equalizer (EQ) 均衡器

An equalizer, or EQ, is a filter that allows you to adjust the volume level of a frequency or range of frequencies within an audio signal. In its simplest form, an EQ will let you turn the treble and bass up or down, allowing you to adjust the coloration of your car stereo or your television. In professional audio circles, equalization is a highly sophisticated art that can be used to sculpt the tone of instruments in a mix, counteract anomalies in a room, or just pump up the bass.

Regardless of its application, good equalization is critical to a good sound. When used correctly, an equalizer can provide the impression of nearness or distance, “fatten” or “thin” a sound, and help blend or provide separation between similar sounds in a mix, allowing both to be heard as intended.

均衡器，或称EQ，是一种滤波器，允许你调整音频信号中某个频率或频率范围的音量。在其最简单的形式中，均衡器可以让你把高音和低音调高或调低，让你调整汽车音响或电视的色彩。在专业音频界，均衡是一门非常复杂的艺术，可以用来静心制作混音中的乐器音色，抵消房间中的异常现象，或者只是提高低音。

无论其应用如何，好的均衡对一个好的声音是至关重要的。如果使用得当，均衡器可以提供或近或远的感觉，"fatten"或 "thin"声音，并帮助混合或提供混合中类似声音之间的分离，使两者都能被听到。



Choose between the following preset EQ settings:
在以下预设EQ设置中选择。

- Vocal
- Vintage
- Bass-Boost
- Mid-Boost
- Band Pass
- Female Vox

Power User Tip: *The best way to pick the best EQ setting for your voice is to experiment. Everybody's voice is unique and because EQs are entirely dependent on the frequency of the source, your ears are your best tool in finding the right sound for your voice.*

用户提示：*挑选最适合你声音的EQ设置的最好方法是体验。每个人的声音都是独一无二的，由于EQ完全取决于音源的频率，你的耳朵是你找到适合你声音的最好工具。*

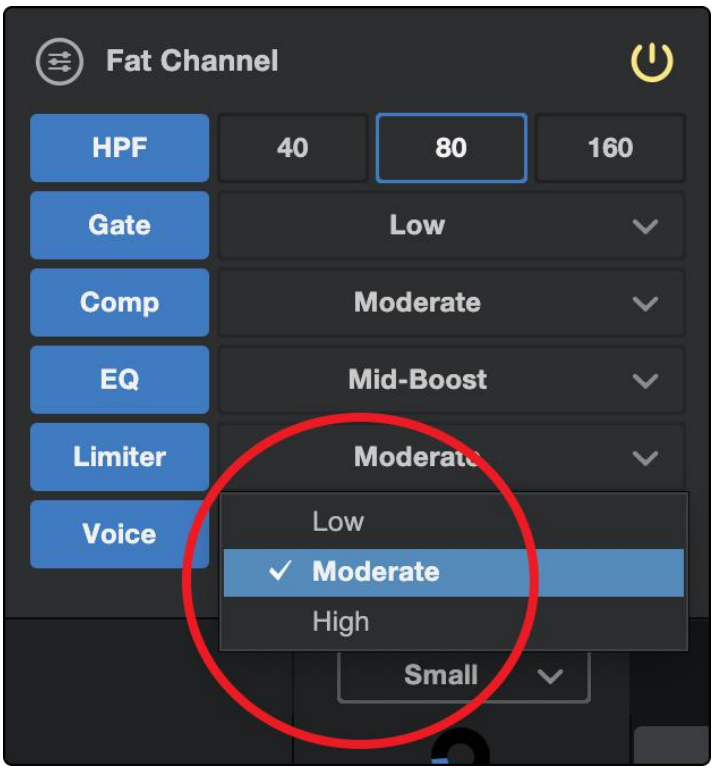
Like the Compressor, Revelator Dynamic offers advanced controls and several EQ models to choose from when you're ready to dive deeper. See the *Advanced Features and Customization Tools section* for Advanced EQ Controls.

和压缩器一样，Revelator Dynamic 提供了先进的控制和几种EQ模型，当你准备深入研究时，可以选择。*请参阅高级功能和定制工具部分*，了解EQ控制。

5.1.5 Limiter 限制器

True to its name, a Limiter sets the upper dynamic range of your signal and prevents the source from exceeding it by “limiting” it to that threshold. If you’re thinking that sounds a lot like what we just told you a compressor does, you’re catching on! A limiter is different from a compressor in a very critical way: Unlike a compressor, which works gradually to reduce the signal, the limiter prevents virtually any increase in gain at the upper end of the dynamic range. In other words, you can try to get as loud as you want, but the limiter is going to stop that volume spike like a brick wall.

正如它的名字一样，限制器设定了信号的上限动态范围，并通过 "限制 "它的阈值来防止信号源超过这个范围。如果你认为这听起来很像我们刚才提到的压缩器的作用，你就会明白了 限制器在一个非常关键的方面与压缩器不同。与压缩器不同的是，压缩器是逐步减少信号的，而限制器则是在动态范围的上端阻止几乎任何增益的增加。换句话说，你可以试着让自己的声音变大，但限制器会像砖墙一样阻止音量的激增。



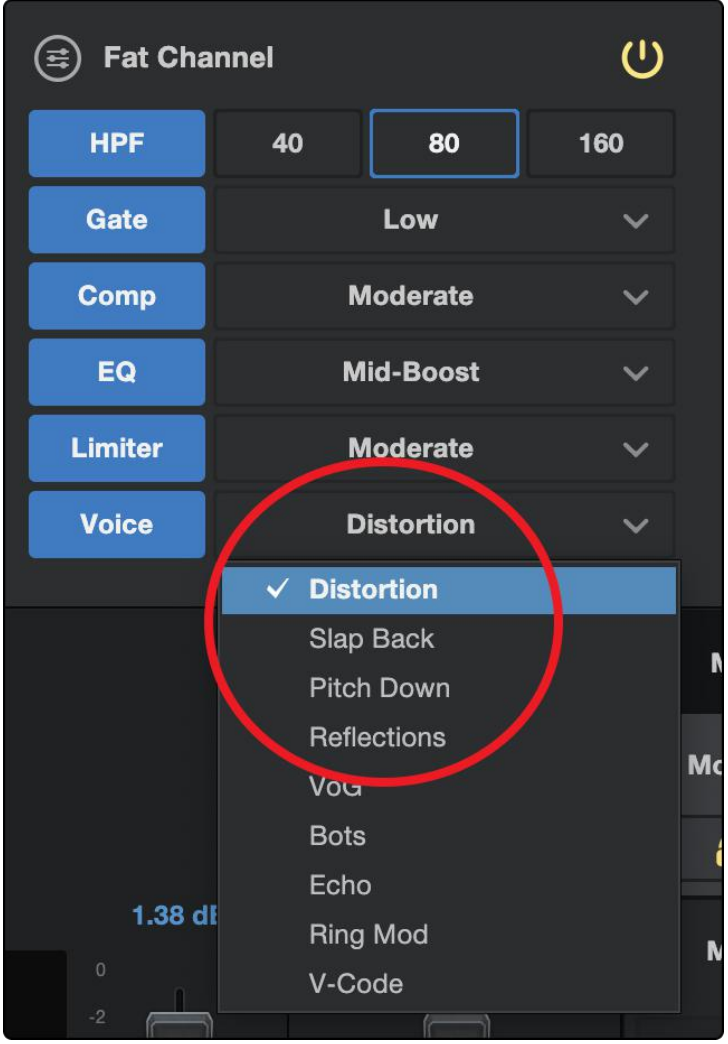
Choose between Low, Moderate, and High. Low will provide the least amount of limiting, High will provide the most.

Ready to dial in a customized Limiter setting? See the *Advanced Features and Customization Tools section* for advanced Limiter controls.

在低、中、高之间选择。低将提供最少的限制，高将提供最多的限制。

准备好自定义限制器的设置了吗？请参阅 *高级功能和定制工具一节*，了解限制器的控制。

5.1.6 Voice FX 声音特效



Need an effect for your Sci-Fi podcast? Want to add a little spookiness to your Halloween stream? Voice FX are here to give you fun, fantastical effects for your audio. Expect crazy echoes, distortions, warbles, robot voices, and more.

Don't forget—just because they're called Voice FX, doesn't mean they can only be used on voices... Experiment with different sound sources!

Like the rest of the Fat Channel, each Voice Effect has advanced controls. See the *Advanced Features and Customization Tools* section to find out more.

你的播客需要一个特效？想为你的万圣节流媒体添加一点诡异氛围吗？语音特效在这里为你的音频提供有趣的、梦幻般的效果。期待令人惊艳的回声、颤音、机器人以及更多。
不要忘记！-- 它们被称为语音特效，并不意味着它们只能用在声音上..... 用不同的声源进行实验!
就像Fat Channel的其他部分一样，每个声音效果都有先进的控制。请看*高级功能和定制工具部分*，了解更多。

5.2 Reverb 混响装置

Reverberation—or reverb, as it is more commonly known—is perhaps the most widely-used effect in recording. Natural reverb is created by sound waves reflecting off of a surface or many surfaces. For example, when you walk across the wooden stage in a large hall, thousands of reflections are generated almost instantaneously as the sound waves bounce off the floor, walls, and ceilings. These are known as early reflections, and their pattern provides psycho-acoustic indications as to the nature of the space that you are in, even if you can't see it. As each reflection is then reflected off of more surfaces, the complexity of the sound increases, while the reverb slowly decays.

混响--也就是通常所说的混响--录音中使用最广泛的效果。自然混响是由声波在一个或多个表面上的反射产生的。例如，当你走过一个大礼堂的木质舞台时，当声波从地板、墙壁和天花板上反弹时，几乎瞬间就会产生成千上万的反射。这些被称为早期反射，即使你看不到它，它们的模式为你所处空间的性质提供了声学指示。当每个反射被更多的表面反射后，声音的复杂性就会增加，而混响就会慢慢衰减。

The reason for the widespread use of reverb in audio recording is fairly self-evident: Human beings don't live in a vacuum. Because our brains receive cues about the nature of the space around us based partially on audio reflections, a sense of space can make an audio recording sound more natural and, therefore, more pleasing.

在录音中广泛使用混响的原因是不言而喻的。人类并不是生活在真空中。因为我们的大脑接收到的关于我们周围空间性质的提示主要是基于音频反射，空间感可以使音频录音听起来更自然，因此更令人愉悦。

The Reverb in Revelator Dynamic is independent of your presets, so you can use the same Reverb setting on any preset you like.

Revelator Dynamic 中的混响是独立于预置的，所以你可以在任何你喜欢的预置上使用相同的混响设置。

To adjust the amount of Reverb you hear in your mix, raise or lower the Reverb Fader in the mixer. See the *Mixing and Loopback Audio section* for more information on your Revelator Dynamic mixer.

要调整你在混音中听到的混响量，可以提高或降低混音器中的 "Reverb Fader"。关于Revelator Dynamic混音器的更多信息，请参见*混合和回放音频部分*。

1. **Preset.** Choose between Small, Medium, and Large. These presets emulate room size. In general, the bigger the room size, the more reverberant it will be.
2. **Size.** This setting adjusts the length of each reflected sound as well as how often you hear them.
3. **HPF (High Pass Filter).** Like the High Pass Filter in Fat Channel, this setting will cut frequencies in the reverb's output below the threshold you set here.
4. **Pre-Delay.** Pre-Delay is the time (in milliseconds) between the end of the initial sound and the moment when the first reflections become audible.

1. **预置**。在小、中、大之间选择。这些预置模拟了房间的大小。一般来说，房间尺寸越大，混响就越大。
2. **尺寸**。这个设置可以调整每个反射声音的长度，以及你听到它们的频率。
3. **HPF（高通滤波器）。**像Fat Channel中的High Pass Filter一样，这个设置将削减混响输出中低于你在这里设置的阈值的频率。

Power User Tip: *This is especially helpful for bass-rich sound sources (baritone voice, acoustic guitar) as adding too much reverb in low frequencies can muddy your sound.*

用户提示。*这对富含低音的音源（男中音、原声吉他）特别有帮助，因为在低频添加过多的混响会使你的声音变得混浊。*

4. **预延时**。预延迟是指从最初的声音结束到第一个反射变得可听见的时刻之间的时间（以毫秒计）。

Power User Tip: *Imagine you're on a stage in a large music hall. You stand on the very edge of the stage and shout "Hello world!" toward the center of the hall. There will be a brief pause before you hear the first noticeable reflections of your voice, because the sound waves can travel much further before encountering a surface and bouncing back. Adjusting the pre-delay parameter on a reverb allows you to change the apparent size of the room without having to change the overall Size. This will give your mix a little more transparency by leaving some space between the original sound and its reverb.*

用户提示：*想象一下，你在一个大音乐厅的舞台上。你站在舞台的最边缘，朝大厅的中心大喊"世界你好！"。在你听到你的声音非常明显的反射之前，会有一个短暂的停顿，因为声波在遇到表面和反弹之前可以传播得更远。调整混响器上的预延时参数可以让你改变房间的表面大小，而不必改变整体尺寸。这将使你的混音更有透明度，在原始声音和它的混响之间留下一些空间。*

5. **Amount.** This is the "send" level to the Reverb from your mixer channels. Increasing this level will increase how processed, or "wet," the Microphone Channel will sound.

量。这是从混音器通道向混响的 "发送 " 控制。增加这个控制将增加麦克风通道的处理程度，或 "wet " 的程度。

6. Mixing and Loopback Audio 混音与回环音频

Revelator Dynamic is equipped with a powerful yet easy-to-use mixer that lets you blend your microphone with three stereo audio streams. These can include playback from a recording application like Studio One, the audio from a Skype call, the sounds from your favorite video game, or all three at the same time.

Revelator Dynamic 配备了一个强大而易于使用的混音器，可以让微型电话与三个立体声音频流混合。这些包括像Studio One这样的录音应用程序的回放，Skype通话的音频，或是你最喜欢的视频游戏的声音，或者这三种声音同时包括。

If you're just starting out and only plan on recording your voice, you won't ever need to use the mixer. However, when you're ready to start adding call-in audio to your podcast or creating more elaborate streams, this mixer will solve a myriad of routing problems and headaches.

Revelator Loopback streams will be listed as "Revelator Dynamic Stream Mix A" and "Revelator Dynamic Stream Mix B" in software configuration menus.

macOS users, please note: All the mixer descriptions in this section assume that you have enabled Multi Mode. This will provide you with the best user experience. If you haven't enabled Multi Mode, please take a step back to *the Universal Control Section* and do so now.

如果你刚刚开始，只打算录制你的声音，你将永远不需要使用混音器。然而，当你准备开始在你的播客中加入呼入音频或创建更复杂的流时，这个混音器将解决无数的路由问题和头痛问题。

Revelator Loopback流将在软件配置菜单中被列为 "Revelator Dynamic Stream Mix A "和 "Revelator Dynamic Stream Mix B"。

macOS用户请注意：本节中所有的混音器描述都假定你已经启用了多重模式。这是为你提供最佳的用户体验。如果你还没有启用多重模式，请现在退一步，并前往 *Universal Control Section* 部分。

6.1 What is LoopbackAudio? 什么事回环音频？

Loopback audio is the industry term for routing audio from one application to another. Applications that use audio interfaces, like your Revelator Dynamic, are designed to receive audio from one audio device and also send audio to one audio device. This means that most applications can only send to and receive from an audio interface… not from other applications.

This can present a challenge in certain situations. Still wondering why loopback audio is so cool? Here are some great uses:

环回音频是行业术语，用于将音频从一个应用程序路由到另一个。使用音频接口的应用程序，如你的Revelator Dynamic，被设计为从一个音频设备接收音频，同时也向一个音频设备发送音频。这意味着大多数应用程序只能从音频接口发送和接收.....而不是从其他应用程序。

这在某些情况下会带来挑战。还在想为什么回环音频这么酷吗？这里有一些实用的用途。

- **Make your Podcast Guests feel like they're right there in the studio with you.** Not only can you easily record the audio from your Zoom guest, you can combine your mic signal with audio from Studio One—and send the entire mix to Zoom by selecting one of your Revelator Dynamic's Loopback Devices as the source for Zoom. Your guests hear both your voice and your audio add-ons while you record just their voice!
- **Create Super Pro Screencasts.** Most screen-capture applications let you include your mic OR your system audio. With Revelator Dynamic's mixer and loopback streams, you can create a mix of both your mic and your system sound then use a Revelator Dynamic Loopback Device as the source for your screen-capture application.
- **Make a Gameplay Video.** Just like with making a screencast, loopback audio makes recording Gameplay audio and your mic at the same time quick and easy.

- **与你的嘉宾感觉在同一个的工作室里。**你不仅可以轻松地录制Zoom嘉宾的音频，还可以将你的麦克风信号与Studio One的音频结合起来，并通过选择Revelator Dynamic的Loopback设备之一，作为Zoom的信号源，将整个混音发送到Zoom。你的嘉宾们可以同时听到你的声音和你的音频附件，而你只需录制他们的声音。

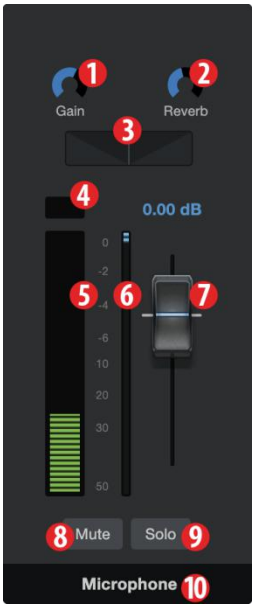
- **创建专业的屏幕广播。**大多数屏幕捕捉应用程序，可以包括你的麦克风或你的系统音频。有了Revelator Dynamic的混音器和回环流，你可以创建一个混合的麦克风和系统声音，然后使用Revelator Dynamic回环设备作为屏幕捕捉应用程序的源。
- **制作一个游戏视频。**就像制作截屏一样，回环音频可以同时录制游戏音频和你的麦克风，既快速又简单。

Best of all, the Revelator Dynamic's mixer makes it easy to monitor any mix you create, so you can record and stream with confidence, knowing that what you're hearing is exactly what your audience will be listening to as well.

最重要的是，Revelator Dynamic的调音台可以很容易地监听你的混音创作，因此，你可以轻松地进行录音和流媒体，要知道，你听到的也正是你听众将听到的。

6.2 Mixer Controls 混音控制

6.2.1 Microphone Channel Controls 麦克风通道控制



1. **Gain.** Use this control to set the gain for your connected microphone or instrument. Gain can also be set using the Encoder knob on your Revelator Dynamic.
2. **Reverb.** Use this control to set the amount of Reverb applied to the signal. Reverb settings can be set up to taste using the Reverb section. See the *Fat Channel and Voice Effects section* for more on Reverb.
3. **Pan.** This sets the pan position for your signal in every stereo mix. Pan sets the position of the microphone relative to the left and right side of the mix. When the Pan is set to the center position, your microphone will sound equally in both the left and right side of the mix. As you turn it to the right, it will be louder in the right side. As you turn it to the left, it will be louder in the left side.
4. **Clip Light.** This light will illuminate red when the input signal is too loud and clipping. If your input signal clips, it will overload the Revelator Dynamic's analog-to-digital converters, causing digital distortion. This sounds terrible. If you record a signal with digital distortion, there is no undoing it or fixing it. And because of this, it's important to keep your eye on this indicator while you're setting your levels.

1. **增益。**使用这个控制为你连接的麦克风或乐器设置增益。增益也可以用Revelator Dynamic上的编码器旋钮来设置。

2. **混响。**用这个控制来设置应用于信号的混响量。混响的设置可以用混响部分来设置。关于混响的更多内容，请参见*Fat Channel和声音效果部分*。

3. **Pan。**这是为你的信号在每个立体声混音中设置Pan位置。Pan的设置是微型电话相对于混音左右两边的位置。当Pan设置到中间位置时，你的麦克风将在混音的左右两边发出同样的声音。当你把它转到右边时，它在右边的声音会更大。当你把它转到左边时，它在左边的声音会更大。

4. **Clip Light。**当输入信号过大和削波时，这个灯会亮红色。如果你的输入信号被剪辑，它将使Revelator Dynamic的模数转换器过载，导致数字中断。这听起来不是很理想。如果你录制的信号有数字失真，就无法撤销或修复它。正因为如此，当你设置电平时，一定要注意这个指标。

5. **Channel Meter.** This meter displays the current level of your microphone before the fader level.
6. **Gain Reduction Meter.** This meter displays the amount of gain reduction being applied to your microphone signal by the gate, compressor and/or limiter.
7. **Microphone Channel Fader.** Controls the Overall Level of the Microphone Channel in the currently selected mix.
8. **Mute.** Mutes the signal in every stereo mix.
9. **Solo.** Solos the signal in every stereo mix.
10. **Channel Name.** Double-clicking on the word “Microphone” will let you customize the name of the microphone channel.

5. **Channel Meter**。这个表显示你的麦克风在音量控制前前的当前音量。
6. **增益降低。**该表显示门、压缩器和/或限制器对你的麦克风信号所施加的增益降低量。
7. **话筒通道音量控制器**。控制当前混音中选择的的麦克风通道的总体音量。
8. **静音。**将每个立体声混音中的信号静音。
9. **独奏。**在每个立体声混音中对信号进行独奏。
10. **通道名称。**双击 "Microphone " 这个词，可以让你自定义麦克风通道的名称。

6.2.2 Mixer Channel Controls 混音通道控制

Your Revelator Dynamic mixer has four channels:

- **Playback.** This is the channel that receives the output of the Revelator Dynamic Device in each stereo mix.
- **Virtual A.** This is the channel that receives the output of the Revelator Dynamic Stream Mix A Device in each stereo mix.
- **Virtual B.** This is the channel that receives the output of the Revelator Dynamic Stream Mix B Device in each stereo mix.
- **Reverb.** This is the channel for the Reverb in each stereo mix. The higher you set the fader, the more Reverb you will hear.

你的Revelator Dynamic调音台有四个通道：

- **播放。**这是在每个立体声混音中接收Revelator Dynamic设备输出的通道。
- **Virtual A。**这是在每个立体声混音中，接收Revelator Dynamic Stream Mix A设备输出的通道。
- **Virtual B。**这是一个在每个立体声混音中，接收Revelator Dynamic Stream Mix B设备输出的通道。
- **混响。**这是每个立体声混音中混响的通道。你设置的fader 音量控制越高，你将听到更多的混响。

Each channel has the same controls:

每个通道都有相同的控制：

1. **Channel Meter.** This meter displays the current level of the channel before the fader (#2) level.
2. **Channel Fader.** Controls the Overall Level of the Channel in the currently selected mix.
3. **Mute.** Mutes the Channel in your currently-selected mix. Note that the microphone channel Mute is global and mutes the mic across all mixes.
4. **Solo.** Solos the Channel in your currently-selected mix. Note that the microphone channel Solo is global and mutes the mic across all mixes.
5. **Channel Name.** Double-clicking on the default name will let you customize the name of the Channel.

1. Channel Meter。该表显示 fader（#2）音量控制之前的通道当前的音量。

2.Channel Fader。控制选择当前混音中的通道的总音量。

3.**静音。**将选择当前的混音中的通道静音。注意，麦克风通道的静音是全局性的，在所有的混音中都会使麦克风静音。

4.独**奏。**在你当前选择的混音中独奏通道。请注意，麦克风通道的独奏是全局性的，并在所有的混音中对麦克风进行静音。

5.**通道名称。**双击默认名称可以让你自定义通道的名称。

6.2.3 Main Output Controls and Mix Selection 主输出控制和混合选择

Revelator Dynamic lets you create three different mixes:

- **Main.** This is the dedicated mix for the headphone output on your Revelator Dynamic. Revelator Dynamic provides an easy way to create a blend between your microphone signal and the play-back from your computer using the knob and the Monitor button *(See Connections and Controls section)*. This lets you listen to your performance in real-time without any latency (delay).
- **Stream Mix A.** This is the mix that will be routed to the Revelator Dynamic Stream Mix A Device.
- **Stream Mix B.** This is the mix that will be routed to the Revelator Dynamic Stream Mix B Device.

Revelator Dynamic 可以让你创建三种不同的混音。

- **Main**。这是Revelator Dynamic上耳机输出的专用混音。Revelator Dynamic提供了一种简单的方法，使用旋钮和监听按钮在麦克风信号和电脑的播放之间建立混合（见连接和控制部分）。这可以让你实时聆听你的表演，而没有任何延迟（延时）。
- **Stream Mix A**。这是将被路由到Revelator Dynamic Stream Mix A设备的混音。
- **Stream Mix B**。这是将被路由到Revelator Dynamic Stream Mix B设备的混音。

1. **Phones.** Master volume control for your Headphone Output.
2. **Blend.** Control your direct monitoring signal in relation to your software monitoring signal. Left = more direct, right = more from software.
   Revelator Dynamic's Mix Selection Controls let you create three unique mixes to send to three different outputs. This is useful if, for example, you have backing music running during your podcast, but don't want to send the backing music to a guest on your show calling over Skype. You can create custom mixes for Main, Stream Mix A, and Stream Mix B.
3. **Main.** Click on this tab to bring up the mix for the Revelator Dynamic Device.
4. **Stream Mix A.** Click on this tab to bring up the mix for the Revelator Dynamic Stream Mix A Output stream.
5. **Stream Mix B.** Click on this tab to bring up the mix for the Revelator Dynamic Stream Mix B Output stream.

1. **耳机**。耳机输出的主音量控制。
2. **混合。**控制直接监听信号与软件监听信号的关系。左边=更直接，右边=更多来自软件。

   Revelator Dynamic的混音选择控制可以让你创建三个独特的混音，发送到三个不同的输出。

   例如，如果你在播客时有伴奏音乐，但不想把伴奏音乐发送给通过Skype呼叫的节目嘉宾，这就很有用。你可以为Main、Stream Mix A和Stream Mix B创建自定义混音。
3. **Main**。点击这个选项卡，就可以调出Revelator Dynamic设备的混音。
4. **Stream Mix A**。点击这个选项卡，可以调出Revelator Dynamic Stream Mix A输出流的混音。
5. **Stream Mix** B。点击这个选项卡，可以调出Revelator Dynamic Stream Mix B输出流的混音。

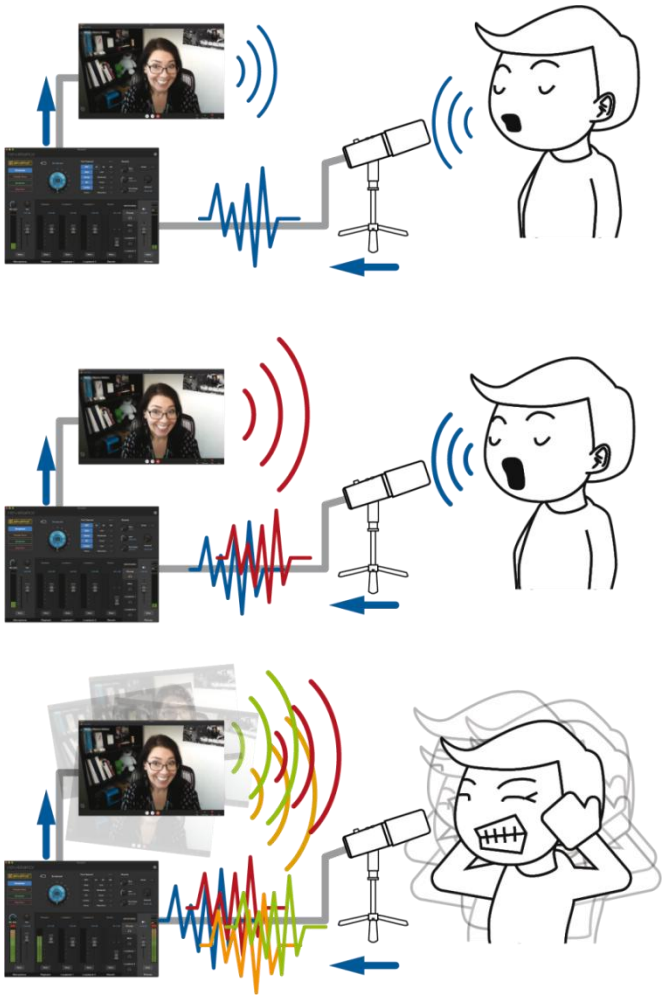
6. **Phones Listen.** You can listen to any of the four mixes by clicking on the headphone icon. This will route the selected mix to your headphones instead of the Monitor mix, so you can audition your other mixes.
7. **Mono/Stereo.** Each mix can toggled between mono and stereo. Use the mono control when routing loopback audio to an application that only accepts one input, or when you wish to monitor in mono.
8. **Output Fader.** Sets the overall output level of the currently selected mix.
9. **Mix Clip.** When this light illuminates, your mix is too loud and is “clipping”. You can fix this by lowering the overall output level or by lowering each channel in the mix.
10. **Mix Meter.** Displays the overall level of the current mix.
11. **Mute.** Mutes the currently selected mix.
12. **Mix Name.** Each Mix name can be customized by clicking on the default name below the Main output fader.

6. **耳机听。**你可以通过点击耳机图标，来聆听四个混音中的任何一个。这将把选定的混音路由到你的耳机中，而不是监听混音，因此你可以试听你的其他混音。
7. **单声道/立体声。**每个混音可以在单声道和立体声之间进行切换。当把环回音频路由到一个只接受一个输入的应用程序时，或者当你希望以单声道监听时，请使用单声道控制。
8. Output Fader。设置选择当前的混音的整体输出音量。
9. Mix Clip。当这个灯亮起时，说明你的混音太响了，正在 "削波"。你可以通过降低整体输出音量或降低混音中的每个通道来解决这个问题。
10. Mix Meter。显示当前混音的整体音量。
11. Mute（静音）。对当前选择的混音进行静音。
12. Mix Name。每个混音的名称可以通过点击下面的“Main output fader”默认名称来定制。

6.3 Feedback Loops are Bad 不合适的回应

While loopback audio and the Revelator Dynamic mixer makes it really easy to mix and record the sound of one piece of software into another, there is also the potential to send the output of a software application back into itself and create what is known as a “feedback loop.”

虽然回环音频和Revelator Dynamic混合器使混音和录制一个声音软件到另一个软件中变得非常容易，但也有可能将一个应用软件的输出送回它自己，创造出所谓的 "反馈回路"。



henever you’re recording using the Revelator Dynamic mixer with an application that offers monitoring, like Studio One or OBS, you must either disable monitoring or mute the return channel in your Revelator Dynamic mixer to avoid creating a feedback loop.

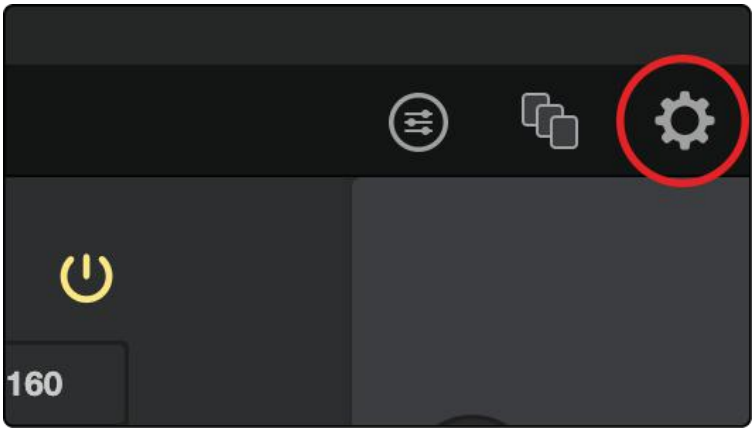
Applications like Skype and Zoom have a “mix minus” feature that removes the input signal from the output signal, so you don’t have to worry about this if you’re just recording a video chat. This feature is on by default, all thetime.

当你将Revelator Dynamic混音器与监听的应用程序（如Studio One或OBS）一起录音时，你必须禁用监听或将Revelator Dynamic混音器的返回通道静音，以避免产生反馈回路。

像Skype和Zoom这样的应用程序，有一个 "mix minus" 的功能，将输入信号从输出信号中移除，所以如果你只是在录制视频聊天，你不必担心这个问题。这个功能默认是打开的，一直都是。

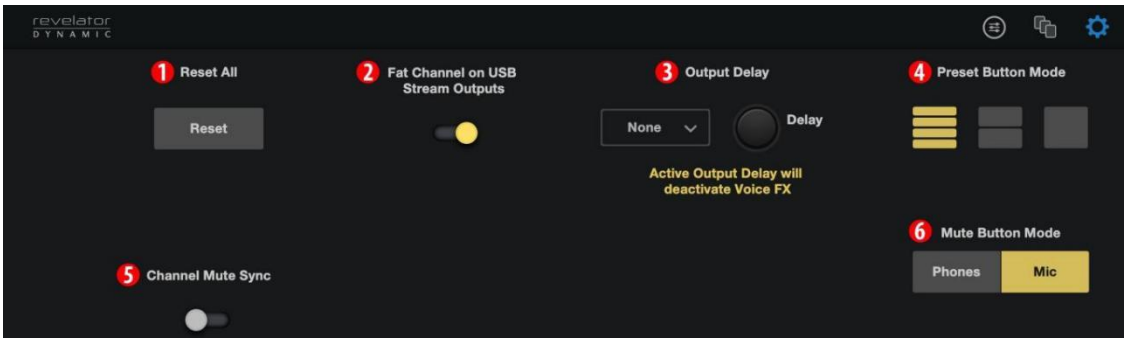
7. Advanced Features and Customization Tools 功能和定制工具

7.1 Settings Menu 菜单设置



Your Revelator Dynamic features several customizable features. Press the Settings button button in the upper right corner to get started.

你的Revelator Dynamic有几个可定制的功能。按右上角的 "设置 " 按钮就可以开始了。

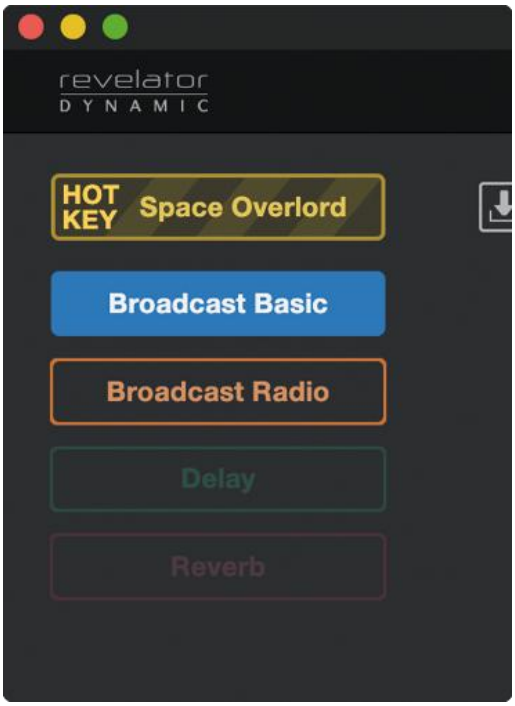


1. **Reset All.** Click this button to reset your Revelator Dynamic to its factory default state.
2. **Fat Channel on USB Stream Outputs.** By default, your Revelator Dynamic will record audio just as you hear it in your headphones, complete with the Fat Channel preset. If you would like to record only the raw unprocessed audio, but still listen to the presets while you record, disable “Fat Channel on USB Stream Outputs.”
3. **Output Delay.** Use an output delay to help sync audio to video if you’re experiencing sync issues between your audio and video. Use the drop-down menu to choose the desired Outputs, and the Delay knob to set the amount of delay in milliseconds. (Similar features are sometimes called “lip sync” on some TVs).

1. **Reset All**。点击这个按钮，将你的Revelator Dynamic重置为出厂默认状态。

2. **Fat Channel on USB Stream Outputs**。默认情况下，Revelator Dynamic将录制从耳机中你听到的音频，并完成Fat Channel 预置。如果你想只录制未经处理的原始音频，但在录制时仍能听到预置，请禁用 "Fat Channel on USB Stream Outputs"。

3. **Output Delay**。如果你遇到音频和视频之间的同步问题，使用Output Delay来帮助同步音频和视频。使用下拉菜单选择所需的输出，并使用延迟旋钮设置以毫秒为单位的延迟量。(类似的功能有时在一些电视上被称为 "唇语同步"）。



4. **Preset Button Mode.** By default, your Revelator Dynamic offers four presets via the Preset button on the mic itself. If you find yourself only using one or two, you can simplify this accordingly by clicking here.
   When One or Two Preset Button Mode is engaged, you will only see the respective number of presets in the Revelator Dynamic mixer as well; note the unused presets are greyed out. Note that in single Preset slot mode, the Preset button on Revelator Dynamic will toggle between the loaded preset and bypass. In two-Preset slot mode, bypass is still achieved by pressing and holding the Preset button on Revelator Dynamic.
5. **Channel Mute Sync.** When activated, Muting a Channel in Universal Control will mute it across all four mixes.
6. **Mute Button Mode.** By default, your Revelator Dynamic's mute button controls the microphone. This allows you to mute the microphone, but still hear playback from your computer in your headphones. If you would like to mute all audio, select Monitor mode.

4. **Preset Button Mode**。默认情况下，Revelator Dynamic通过麦克风本身的预置按钮提供四个预置。如果你发现自己只使用一个或两个，你可以通过点击这里进行相应的简化。

当一个或两个预置按钮模式投入使用时，将在Revelator Dynamic混音器中只看到相应数量的预置；注意未使用的预置是灰色的。还要注意，在单预置槽模式下，Revelator Dynamic上的预置按钮将在加载的预置和旁路之间进行切换。在双预置槽模式下，旁路仍然是通过按住Revelator Dynamic上的预置按钮实现的。

5.**Channel Mute Sync**。激活后，在Universal Control中对一个通道进行静音，将在所有四个混音中对其进行静音。

6. **Mute Button Mode**。默认情况下，Revelator Dynamic的静音按钮麦克风控制。这允许你将麦克风静音，但仍能听到耳机中的电脑播放。如果你想让所有音频都静音，请选择监听模式。

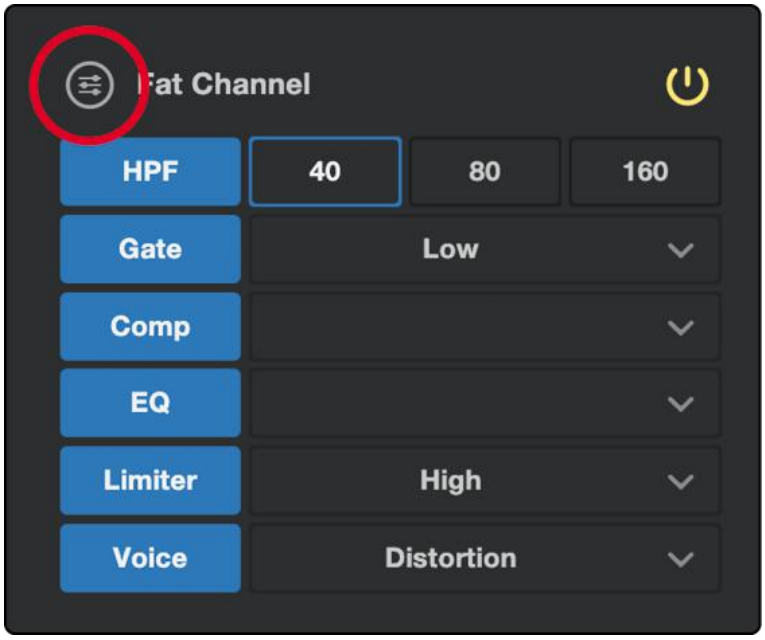
Power User Tip: *Note that this does not mute the your mic input to the mix outputs. Even while your headphones are muted, you can still be heard by others on your call or stream—so try not to say anything embarrassing.*

用户提示。*请注意，你的麦克风输入不会到混合输出静音。即使你的耳机被静音，你仍然可以被你的电话或数据流中的其他人听到，所以尽量不要说任何令人尴尬的事情。*

7.2 Advanced Fat Channel and Voice Effects Controls Fat Channel与声音效果控制

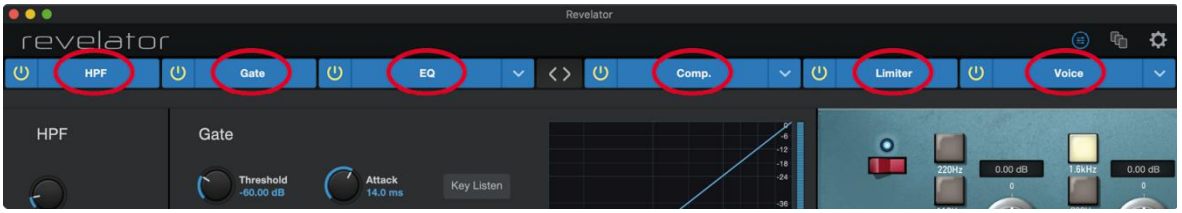
To open the advanced Fat Channel and Voice Effects Controls, click on the Advanced button in the Fat Channel section.

要打开 Fat Channel 和 声音特效控制，请点击在Fat Channel 的 “Advanced”按钮。

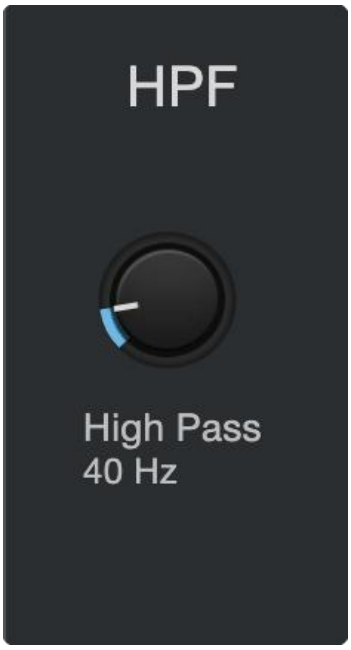


To edit any of the effects, click on the name of the desired processor from the tabs at the top of the screen. This will bring its controls into focus.

要编辑任何一个效果，从屏幕顶部的标签中点击所需处理器的名称。这将使其控制成为焦点。



7.2.1 High Pass Filter 高通滤波器



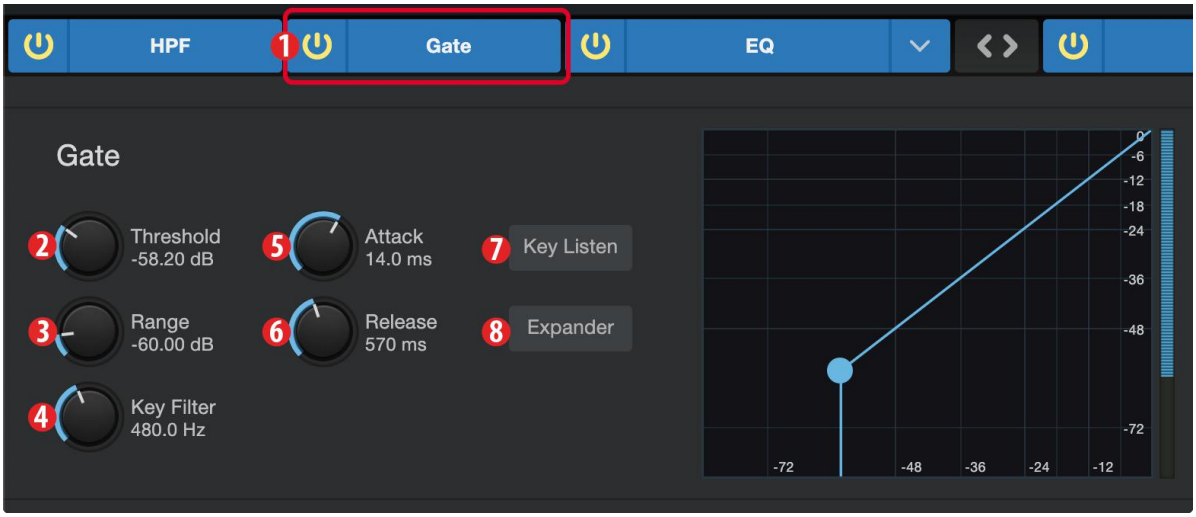
Use this control to set the High-Pass Filter frequency threshold for the selected Channel or Output Bus. The filter's threshold can be set from 24 Hz to 1 kHz. When the threshold is set to its lowest point, the filter is off. The high-pass filter's slope is -12 dB/8va.

使用这个控制为选定的通道或输出总线设置高通滤波器的频率阈值。滤波器的阈值可以设置为24Hz到1kHz。当阈值被设置到最低点时，滤波器是关闭的。高通滤波器的斜率是-12dB/8va。

Power User Tip: *A high-pass filter attenuates all frequencies below the set threshold. Usethe Fat Channel high-pass filter to remove unwanted low frequencies from your source signal, rather than trying to EQ them out.*

用户提示。*高通滤波器会减弱所有低于设定阈值的频率。使用Fat Channel高通滤波器来去除源信号中不需要的低频，而不是试图将它们EQ 掉。*

7.2.2 Noise Gate 降噪门



1. **On/Off.** Turns the Noise Gate on or off in the signal chain.
2. **Threshold.** Sets the signal level that bisects the signals you wish to keep from the signals you want to attenuate. Signals below this level are attenuated according to the setting of the Range parameter. Signals above this level pass through unaffected.
3. **Range.** Sets the amount of attenuation applied to a signal when its level falls below the Threshold. Lower settings pull signal level down further, all the way to -∞, if desired. Higher settings pull the signal down to a lesser extent, de-emphasizing noise and other nuisance signals more subtly (without a “hard” cut-off). Note: *Range is disabled when the Expander is engaged.*
4. **Key Filter.** This sets the frequency at which the gate will open. Setting a specific frequency, in addition to a specific decibel level, provides more sonic shaping.

1. **On/Off**。在信号链中打开或关闭噪声门。

2. **Threshold**。设置一个信号电平，将你想保留的信号与你想减弱的信号一分为二。低于这个电平的信号根据范围参数的设置进行减弱。高于此电平的信号不受影响地通过。

3. **Range**。设置当信号的电平低于阈值时应用于信号的衰减量。如果需要的话，较低的设置可以进一步拉低信号电平，一直到-∞。较高的设置将信号拉低到一个较小的程度，更巧妙地去强调噪声和其他干扰信号（没有一个 "硬 "截止）。注意：当扩展器投入使用时，范围被禁用。

4. **Key Filter**。这可以设置门将打开的频率。设置一个特定的频率，再加上一个特定的分贝水平，可以提供更多的声音塑造。

Power User Tip: *A properly set key filter on a gate can greatly improve the overall sound quality of a mix. For example, if you are recording outside, the road noise may be loud enough to open the gate. This is where a key filter can come in handy. By setting the key filter to remove some of those low frequencies, the gate won’t be as apt to open for the next passing car.*

用户提示。在门上适当地设置一个关键的滤波器，可以大大改善混音的整体音质。例如，如果你在外面录音，道路上的噪音可能大到足以打开降噪门门。这时，按键滤波器就可以派上用场了。通过设置关键滤波器来去除一些低频，降噪门就不会因为一辆经过的汽车声音，而那么容易的打开。

5. **Attack.** Sets the time it takes for the gate to “open” when a signal passes the threshold.

Attack。设置当信号通过阈值时，门 "打开 " 所需的时间。

> ***Power User Tip:*** *A fast attack rate is crucial for percussive instruments. Slow-rising signals such as vocals and bass guitar require a slower attack; with these signals, a faster attack can cause an audible click. All gates have the ability to click when opening but a properly set gate will never click.*
>
> ***用户提示。****快速的”Attack”率对打击性乐器来说是至关重要的。缓慢上升的信号，如人声和低音吉他，需要较慢的”Attack”速度；对于这些信号，较快的”Attack”速度会导致可听到的咔嗒声。所有的门都有在打开时发出咔哒声的能力，但一个正确设置的门永远不会发出咔哒声。*

6. **Release.** Sets the time it takes for the gate to “close” when a signal falls beneath the threshold.

Release. 设置当信号低于阈值时，门 "关闭 " 所需的时间。

> ***Power User Tip:*** *Gate release times should typically be set so that the natural decay of the instrument or vocal being gated is not affected. Shorter release times help to clean up the noise in a signal but may cause “chattering“ with percussive instruments. Longer release times usually eliminate chattering and should be set by listening carefully for the most natural release of the signal.*
>
> ***用户提示。****门的释放时间通常应设置为不被影响的乐器或人声的自然衰减。较短的释放时间有助于清除信号中的噪音，但可能会造成打击乐器的 "颤动"。较长的释放时间通常可以消除颤动，应该通过仔细聆听最自然信号的释放来设置。*

7. **Key Listen.** Press the button to engage or disengage the Key Listen function. It will illuminate to indicate that the Key Listen is active. When Key Listen is enabled, you will be listening to the frequency that Key Listen is set to. 按下该按钮，可以使用或取消按键监听功能。它将会亮起，表示监听功能已经激活。当按键监听功能启用时，你将设置收听按键监听的频率。启用后，你将设定收听所监听的频率。

8. **Expander Mode.** Press the button or turn the encoder to switch between Gate and Expander functions for this processor. 按下按钮或转动编码器，在这个处理器的门和扩展器功能之间进行切换。

7.2.3 Compressor 压缩器

As previously mentioned, a compressor is a dynamics processor that reduces the dynamic range of a signal by attenuating it by a set ratio when it exceeds a defined threshold. Your Revelator Dynamic is equipped with three compressor models from which to choose: Standard, Tube, and FET.

These distinct compressor plug-in models have their own set of controls and behavior:

- **Standard Compressor.** A clean and full-featured compressor that offers transparent dynamic range reduction.
- **Tube Leveling Amplifier.** A model of a tube-based optoelectronic compressor, with simple, quick controls and a classic tonal character.
- **Class-A FET Leveling Amplifier.** A model of a Class-A FET-based compressor, with an aggressive, punchy tonal character.

To change the compressor model, click on the dropdown menu. Note: The compressor will turn off whenever a new model is loaded and must be re-enabled for you to hear its effect on your voice.

如前所述，压缩器是一种动态处理器，当信号超过规定的阈值时，它按设定的比例衰减，从而减少信号的动态范围。你的Revelator Dynamic配备了三种压缩器型号供你选择。标准、电子管和FET。

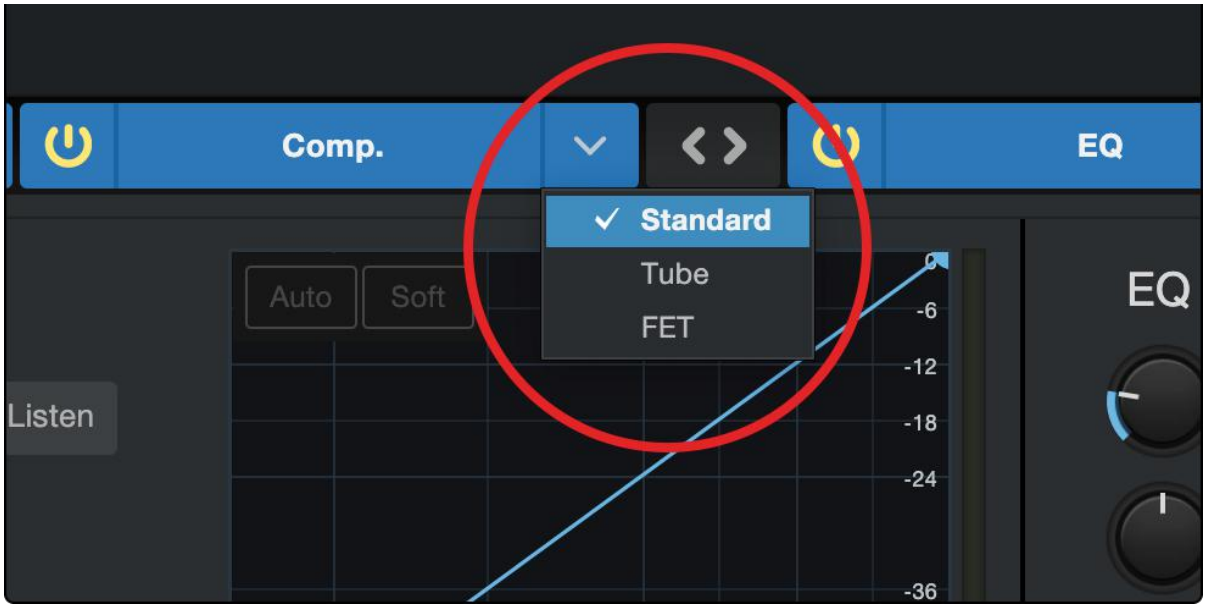
这些不同的压缩器插件模型有各自的控制和反应：

Standard Compressor。一个干净而功能齐全的压缩器，提供透明的动态范围减少。

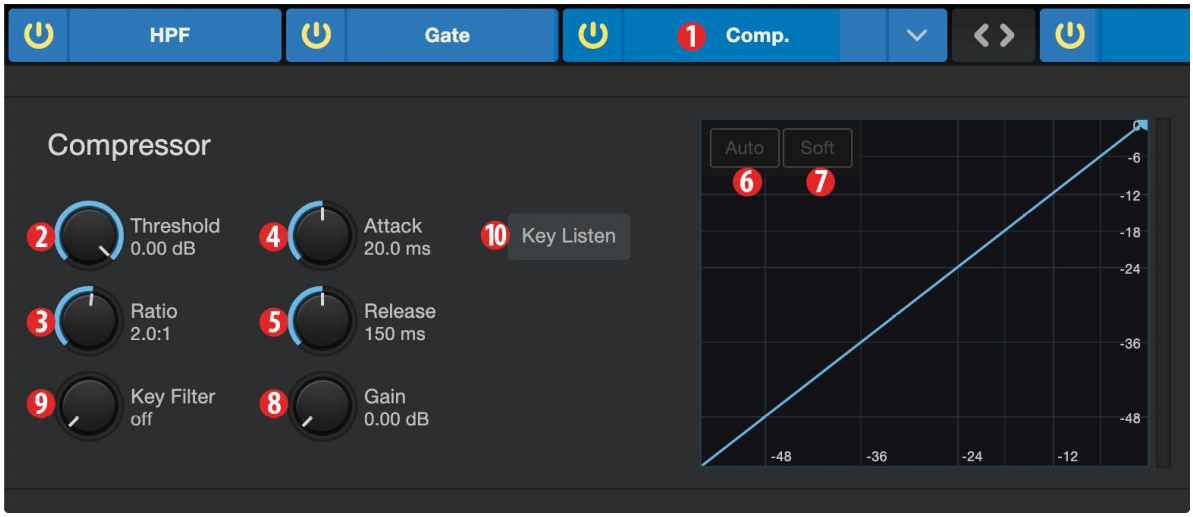
Tube Leveling Amplifier。一个基于电子管的光电子压缩机模型，具有简单、快速的控制和经典的音调特征。

Class-A FET Leveling Amplifier。一个基于FET的A类压缩器的模型，具有激进的、有力的音色特征。

要改变压缩器的模型，请点击下拉菜单。注意：每当加载一个新的模型时，压缩器就会关闭，必须重新启用才能听到它对声音的影响。



Standard Compressor



1. **On/Off.** Turns the Compressor on or off in the signal chain.
2. **Threshold.** Sets the level above which the compressor begins to attenuate the signal.
3. **Ratio.** Sets the relationship between the amount a signal goes above the threshold, and the amount it is attenuated. At a 1-to-1 ratio (often written as 1:1), no compression occurs. At a 4:1 ratio, a signal that passes the threshold by 8 dB is attenuated to within 2 dB of the threshold (dividing by four). The higher the ratio you choose, the more pronounced the compressor effect becomes.
4. **Attack.** Sets the time it takes for the compressor to begin attenuating a signal, once it passes the threshold.
5. **Release.** Sets the time it takes for the compressor to stop attenuating a signal once it falls below the threshold.
6. **Auto. Press to toggle Auto mode on or off.** When Auto mode is active, the Attack and Release controls become inoperative, and a preprogrammed attack and release curve is used. In this mode, the attack is set to 10 ms, and the release is set to 150 ms. All other compressor parameters can still be adjusted manually.
7. **Soft.** Press to toggle Soft knee on or off. When set to “on,” compression will be applied more gradually over time when the Threshold is reached by the input signal.

1.**On/Off**。在信号链中打开或关闭压缩器。

2.**Threshold**。设定压缩器开始衰减信号的电平。

3.**Ratio**。设定信号在阈值以上的量和它被衰减的量之间的关系。在1比1的比率下（通常写成1:1），不发生压缩。在4:1的比例下，一个通过阈值8dB的信号被衰减到阈值的2dB以内（除以4）。你选择的比率越高，压缩器的效果就越明显。

4.**Attack**。设定信号通过门限后，压缩器开始衰减的时间。

5.**Release**。设定当信号下降到门限以下时，压缩器停止衰减的时间。

6.**Auto**（自动）。按下以切换自动模式的开或关。当自动模式处于活动状态时，Attack和Release控制不能使用，而使用一个预先编程的Attack和Release曲线。在这种模式下，Attack被设定为10ms，Release被设定为150ms。其他的压缩器参数仍然可以手动调整。

7.**Soft**。按下以切换Soft knee的开或关。当设置为 "开 "时，当输入信号达到阈值时，压缩将随着时间的推移而逐渐应用。

Power User Tip: *Very short compressor release times can produce a choppy or “jittery” sound, especially when compressing instruments that have a lot of low-frequency components, such as a rich acoustic guitar. Very long release times can result in an over-compressed, or “squashed,” sound. All ranges of release can be useful, however, and you should experiment to become familiar with different sonic possibilities.*

用户提示。*非常短的压缩器释放时间会产生不稳定或 "抖动 "的声音，特别是在压缩有大量低频成分的乐器时，如丰富的Acoustic吉他。非常长的释放时间会导致过度压缩，或 "压扁 "的声音。然而，所有的释放范围都是有用的，你应该通过实验来熟悉不同的声音位置。*

8. **Gain.** Sets the amount of “makeup gain” to apply to a signal. Once a signal is compressed, its overall level is often reduced. This gain control lets you bring it back up to the proper level after compression occurs.
9. **Key Filter.** This sets the frequency at which the compressor will engage. The compressor will still process the entire frequency range, but it is only engaged when the specified frequency is present.
10. **Key Listen.** Press to listen the signal being used to trigger the compressor, as set with the Key Filter control (including the effects of the high-pass filter). Press again to switch back to the normal channel signal.

Gain。设置应用于信号的 "补充增益 "的量。一旦一个信号被压缩，它的整体电平往往会被降低。这个增益控制可以让你在压缩发生后，把它恢复到适当的电平。

Key Filter. 它设定了压缩器的接合频率。压缩器仍将处理整个频率范围，但只有当指定的频率出现时，它才会投入。

Key Listen。按这个键可以监听用于触发压缩器的信号，正如用按键滤波器控制所设定的那样（包括高通滤波器的效果）。再按一下，就可以切换回正常的通道信号。

Tube Leveling Amplifier

1. **On/Off.** Turns the Compressor on or off in the signal chain.
2. **Gain.** Sets input gain to the compressor. Because this type of compressor operates in a different way than a standard compressor, much of the way that it affects signals is based on the input level. Try different settings to see what suits your needs.
3. **Peak Reduction.** Sets the amount of peak reduction to apply to the signal. Higher settings result in more gain reduction and more pronounced compression effect.
4. **Compressor/Limiter Toggle.** The button below toggles the Tube Leveling Amplifier between its compressor and limiter modes. When in compressor mode, it acts with a variable ratio of 1:1-10:1. When in limiter mode, it acts with a variable ratio of 10:1-20:1, more aggressively limiting peaks.
5. **Key Filter.** This sets the frequency at which the Tube Leveling Amplifier will engage. It will still process the entire frequency range, but it is only engaged when the specified frequency is present.
6. **Key Listen.** Press to listen to the signal being used to trigger the compressor, as set with the Key Filter control (including the effects of the high-pass filter). Press again to switch back to the normal channel signal.

1.**On/Off**。在信号链中打开或关闭压缩器。

2.**Gain.**。设置压缩机的输入增益。由于这种类型的压缩器的工作方式与标准的压缩器不同，它影响信号的方式主要是根据输入电平来决定。试试不同的设置，看看什么适合你的需要。

3.**Peak Reduction**。设置应用于信号的峰值降低量。较高的设置会导致更多的增益减少和更明显的压缩效果。

4.**Compressor/Limiter Toggle**。下面的按钮可以在压缩器和限制器模式之间切换电子管均衡放大器。当处于压缩器模式时，它以1:1-10:1的可变比率工作。当处于限制器模式时，它以10:1-20:1的可变比率工作，更积极地限制峰值。

5.**Key Filter**。这是设置电子管均衡放大器的频率。它仍将处理整个频率范围，但只有当指定的频率出现时，它才会参与。

6.**Key Listen.**。按这个键可以听用于触发压缩器的信号，正如用Key Filter控制所设定的那样（包括高通滤波器的效果）。再按一下，就会切换回正常的通道信号。

Class-A FET Compressor

1. **On/Off.** Turns the Compressor on or off in the signal chain.
2. **Input Gain.** Sets input gain to the compressor. This setting affects the action of the compressor, so feel free to try various settings to find the optimal effect for your needs.
3. **Output Gain.** Sets the amount of “makeup gain” to apply to a signal. Once a signal is compressed, its overall level is often reduced. This gain control lets you bring it back up to the proper level after compression occurs.
4. **Attack.** Sets the time it takes for the compressor to begin attenuating a signal once it passes the threshold.
5. **Release.** Sets the time it takes for the compressor to stop attenuating a signal once it falls below the threshold.
6. **Ratio.** Sets the Ratio for the compressor. The following Ratios are available: 4:1, 8:1, 12:1, 20:1, or All.
7. **Key Filter.** This sets the frequency at which the compressor will engage. The compressor will still process the entire frequency range, but it is only engaged when the specified frequency is present.
8. **Key Listen.** Press to listen to the signal being used to trigger the compressor,as set with the Key Filter control (including the effects of the high-pass filter). Press again to switch back to the normal channel signal.

1.**On/Off.**。在信号链中打开或关闭压缩器。

2.**Input Gain**。设置压缩机的输入增益。这一设置会影响到压缩器的动作，因此，可以随意尝试各种设置，以找到符合你需要的最佳效果。

3.**Output Gain.**。设置应用于信号的 "补充增益 "的量。一旦信号被压缩，它的整体电平往往会被降低。这个增益控制可以让你在压缩发生后，把它恢复到适当的水平。

4.**Attack**。设置压缩器在信号通过阈值后开始衰减的时间。

5.**Release.**。设定当信号下降到门限以下时，压缩机停止衰减的时间。

6.Ratio（比率）。设置压缩器的比率。有以下比例可供选择。4：1，8：1，12：1，20：1，或全部。

7.**Key Filter**。它设定了压缩器介入的频率。压缩器仍将处理整个频率范围，但只有当指定的频率出现时，它才会开始。

8.**Key Listen**。按这个键可以听用于触发压缩器的信号，正如用Key Filter控制所设定的那样（包括高通滤波器的效果）。再按一下，就会切换回正常的通道信号。

7.2.4 Changing the Signal Chain 改变信号链

The Compressor and EQ can be reordered in the signal path. By default, the signal passes through the compressor before passing through the EQ. When reordered, the EQ is placed before the compressor in the signal path. 压缩机和均衡器可以在信号路径中重新排序。默认情况下，信号先经过压缩器，再经过EQ。当重新排序时，EQ在信号路径中被放在压缩器之前。

Power User Tip: *Placing the compressor before the EQ allows you to make dramatic changes to the EQ settings without needing to alter the compressor setting. However, if you place the EQ before the compressor, you can better control different frequencies, achieving a more natural response.*

用户提示。将*压缩器放在 EQ之前，可以对EQ的设置进行大幅度的修改，而不需要改变压缩器的设置。但是，如果将EQ放在压缩器之前，可以更好地控制不同的频率，达到更自然的响应。*

7.2.5 Equalizer 均衡器

As previously mentioned, an EQ (or equalizer) is a tone control that lets you make changes in the tonal balance of a signal. You can boost or cut the level of ranges of frequencies, to make corrective or creative changes to the signal. Like the compressor, your Revelator Dynamic is equipped with three EQ models from which to choose: Standard, Passive, and Vintage.

如前所述，EQ（或均衡器）是一种音调控制，可以让你改变信号的音调平衡。你可以提高或降低各频率范围的电平，对信号进行纠正。与压缩器一样，Revelator Dynamic也配备了三种EQ模式供用户选择。标准、无源、和 Vintage。

These distinct EQ models have their own set of controls and behavior:

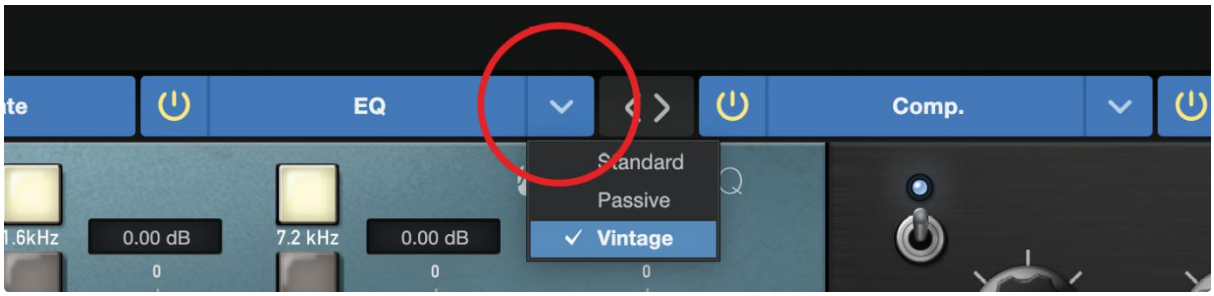
这些不同的EQ模型有各自的控制和反应：

- **Standard EQ.** A clean and full-featured EQ that offers transparent tone shaping.
- **Passive Program EQ.** A model of a tube-based EQ with simple, quick and a classic tonal character.
- **Vintage 1970s EQ.** A model of a classic solid-state EQ, with simple, musical frequency settings and a lot of character.

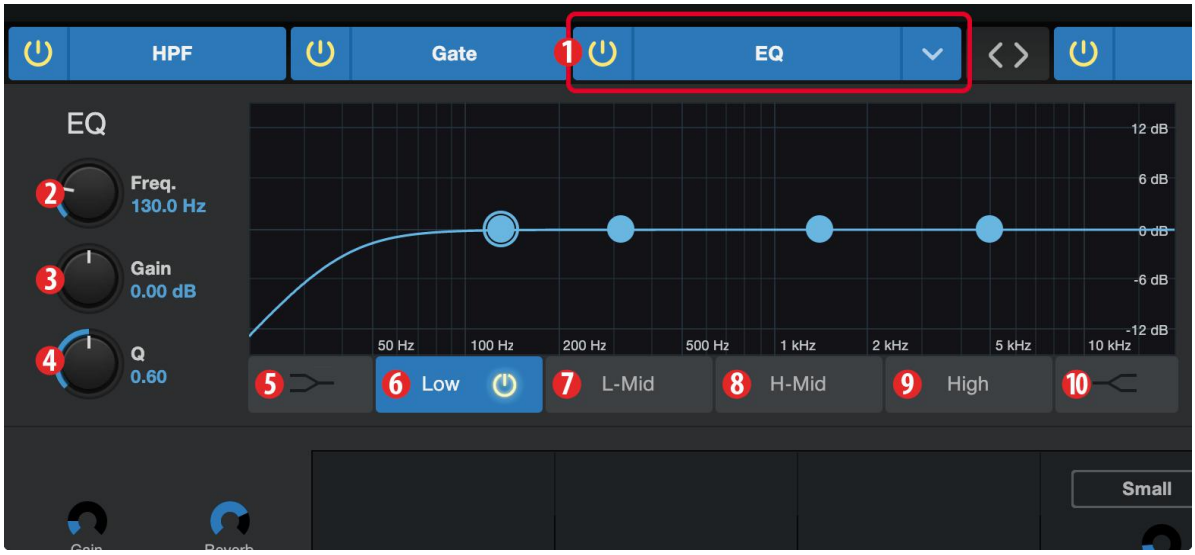
To change the EQ model, click on the dropdown menu. Note: The EQ will turn off whenever a new model is loaded and must be re-enabled for you to hear its effect on your voice.

- **标准EQ。**一个清晰的、全功能的EQ，提供干净的音色塑造。
- **无源程序EQ。**一个基于电子管的EQ模型，具有简单、快速和经典的音色特征。
- **复古的70年代EQ。**一个经典的固态均衡器的模型，具有简单的、音乐性的频率设置和大量的特征。

要改变EQ模型，请点击下拉菜单。注意：每当加载一个新的模型，EQ就会关闭，必须重新启用才能听到它对你的声音的影响。



Standard EQ



1. **On/Off.** Turns the EQ on or off in the signal chain.
2. **Frequency.** This control sets the center frequency at which signals are boosted or cut for the currently selected band.
3. **Gain.** Sets the amount by which the selected frequency will be boosted or cut.
4. **Q.** Sets the Q (or width) of the current EQ band. Larger Q values affect a narrower range of frequencies. Lower Q values affect a wider range.
5. **Low Shelf On/Off.** Enables/disables the low shelf EQ. When the Shelf button is not engaged, the Low band is parametric. Enabling the Shelf button turns the Low band into a low-shelving EQ that alters, by a fixed amount, a band of low frequencies at and below a user-selected shelving frequency.

1.**On/Off**。在信号链中打开或关闭均衡器

2.**Frequency** 。这个控制设置中心频率，在这个频率上，信号被提升或削减，目前选择的频段。

3.**Gain** 。设定所选频率被提升或削减的量。

4.Q. 设置当前均衡带的Q值（或宽度）。较大的Q值影响较窄的频率范围。较低的Q值则影响较宽的范围。

5.**Low Shelf On/Off**。启用/禁用低频段EQ。当Shelf按钮没有使用时，低频段是参数性的。启用Shelf按钮可以将低频段变成一个低频均衡器，以一个固定的量来改变用户选择的搁置频率上下的低频段。

Power User Tip: *A low shelving EQ is like a bass-control knob on a stereo. In this mode, the Center Frequency control selects the shelving frequency.*

用户提示。*低速搁置式均衡器就像立体声中的低音控制旋钮。在这种模式下，中心频率控制可以选择搁置频率。*

6. **Low Band Select.** Enables/Disables the Low Band and enables the Frequency, Gain, and Q for this band.
7. **L-Mid Band Select.** Enables/Disables the Low-mid Band and enables the Frequency, Gain, and Q for this band.
8. **H-Mid Band Select.** Enables/Disables the High-mid Band and enables the Frequency, Gain, and Q for this band.
9. **High Band Select.** Enables/Disables the High Band and enables the Frequency, Gain, and Q for this band.
10. **High Shelf On/Off.** Enables/disables the high shelf EQ. When the Shelf button is not engaged, the High band is a parametric EQ. Enabling the Shelf button turns the High band into a high shelving EQ that alters, by a fixed amount, a band of high frequencies at and above a user-selected shelving frequency.

6.**Low Band Select**。启用/禁用低频段，并启用该频段的频率、增益和Q值。

7.**L-Mid Band Select**。启用/禁用中低频段，并启用该频段的频率、增益和Q值。

8.**H-Mid Band Select**。启用/禁用中高频段，并启用该频段的频率、增益和Q值。

9.**High Band Select**。启用/禁用高波段，并启用该波段的频率、增益和Q值。

10.High Shelf On/Off. 启用/禁用高架EQ。当Shelf按钮没有使用时，高频段是一个参数性的EQ。

启用 "搁置"按钮后，高频段就变成了一个高搁置均衡器，在用户选择的搁架频率上下，

以一个固定的数量改变高频的频带。

Power User Tip: *A high shelving EQ is like a treble-control knob on a stereo. In this mode, the Center Frequency control selects the shelving frequency.*

用户提示。*高搁置式均衡器就像立体声中的高音控制旋钮。在这种模式下，中心频率控制可以选择搁置的频率。*

Passive Program EQ

1. **On/Off.** Turns the EQ on or off in the signal chain.
2. **Low Boost.** Sets the level of boost applied around the chosen low frequency. This control interacts nicely with the Low Attenuation control, allowing for boosts in apparent bass energy while keeping overall bass energy within optimal limits.
3. **Low Attenuation.** Sets the level of attenuation applied around the chosen low frequency.This control interacts nicely with the Low Boost control, allowing for boosts in apparent bass energy while keeping overall bass energy within optimal limits.
4. **Low Frequency Select.** Sets the center frequency of the band covered by the Low Boost and Low Attenuation controls.
5. **High Bandwidth.** Sets the Q (or width) of the effect of the high EQ band.
6. **High Boost.** Sets the level of boost applied around the chosen high frequency.
7. **High Attenuation.** Sets the amount of attenuation applied in a shelving fashion to frequencies at and above the chosen high frequency.
8. **High Frequency.** Sets the center frequency of the high EQ band.
9. **Attenuation Select.** Sets the frequency at and above which the High Attenuation control attenuates treble content.

1.**On/Off.**。在信号链中打开或关闭均衡器。

2.**Low Boost.**。设定所选择的低频周围的提升水平。这个控制与低衰减控制有很好的相互作用，允许提高明显的低音能量，同时将整个低音能量保持在最佳限度内。

3.**Low Attenuation.** 这个控制与低速提升控制有很好的相互作用，允许提升明显的低音能量，同时将整体的低音能量保持在最佳的限度内。

4.**Low Frequency Select**。设置低速提升和低速衰减控制所覆盖的频带的中心频率。

5.**High Bandwidth**。设定高 EQ 频段效果的 Q 值（或宽度）。

6.**High Boost**。设定所选择的高频周围的提升水平。

7.**High Attenuation**。设定在选定的高频及以上的频率上以搁置方式应用的衰减量。

8.**High Frequency**。设置高频均衡带的中心频率。

9.**Attenuation Select**。设定高频衰减控制对高音内容进行衰减的频率及以上的频率。

Vintage 1970s EQ

1. **EQ On/Off.** Enables/disables the EQ globally. Touch to toggle on or off.
2. **Low Frequency.** Sets the shelving frequency for the Low Band.
3. **Low Gain.** Sets the Gain for the Low Band.
4. **Low-Mid Frequency.** Sets the center frequency for the Low-Mid Band.
5. **Low-Mid Gain.** Sets the Gain for the Low-Mid Band.
6. **High-Mid Frequency.** Sets the center frequency for the High-Mid Band.
7. **High-Mid Gain.** Sets the Gain for the High-Mid Band.
8. **High Gain.** Sets the Gain for the High Band.

1.**EQ On/Off**。启用/禁用均衡器。触摸来切换开启或关闭。

2.**Low Frequency.** 设置低频段的搁置频率。

3.**Low Gain.** 设置低频段的增益。

4.**Low-Mid Frequency**。设置中低频段的中心频率。

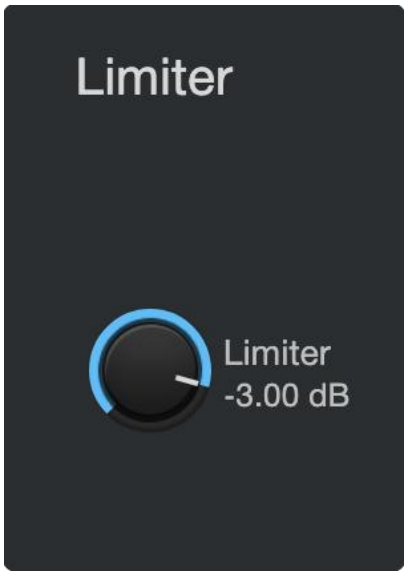
5.**Low-Mid Gain.**设置中低频段的增益。

6.**High-Mid Frequency.** 设置中高频段的中心频率。

7.**High-Mid Gain**。设置中高频段的增益。

8.**High Gain**。设置高波段的增益。

7.2.6 Limiter



This encoder sets the threshold of the limiter for the selected channel or output bus. When the signal's amplitude (level) exceeds the threshold setting, the limiter is engaged. Turning the knob counterclockwise lowers the threshold, so limiting begins at a lower amplitude. The Limiter ratio is ∞:1.

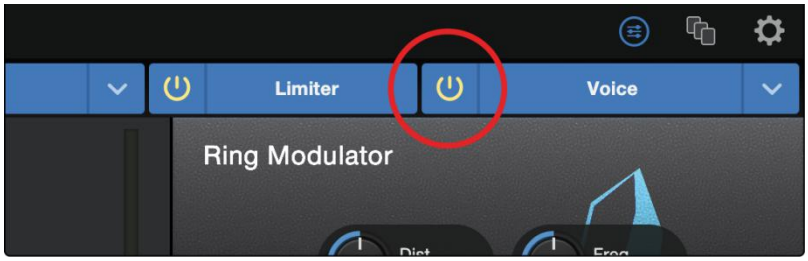
这个编码器为选定的通道或输出总线设置限制器的阈值。当信号的振幅（电平）超过阈值设置时，限制器就开始工作。顺时针旋转旋钮可以降低门限值，因此限制是在较低的幅度上开始的。限幅器的比例是∞：1。

7.2.7 Voice FX

Your Revelator Dynamic is equipped with six Voice FX processors that can make your voice sound ethereal, otherworldly, or just plain weird… your choice! This section will go through each effect in detail. Note that while you can use any of these effects with the Fat Channel and Reverb, you can only use one effect at a time.

你的Revelator Dynamic配备了6个语音特效处理器，可以使你的声音听起来更真实，更像另一个世界，或者只是普通的怪异.....你自己选择！本节将详细介绍每个特效。本节将详细介绍每种效果。请注意，虽然你可以用胖通道和混响来使用这些效果中的任何一种，但你一次只能使用一种效果。

To enable/disable the Voice FX of your choice, use the power button in the Voice tab.
要启用/禁用你选择的声音特效，请使用声音标签中的电源按钮。



Doubler 加倍器

The Doubler will enhance your voice with a natural doubling effect that will add richness and depth with just a hint of reverb.
加倍器将以自然的加倍效果增强你的音质，只需一丝混响，就能增加丰富度。

1. **Lows.** Use this control to boost the low-frequency content.
2. **Width.** This control adjusts the stereo image.
3. **Wet/Dry.** Blends the affected sound with the dry sound of your voice. Set to 100% to only hear the processed sound. Set to 0% to only head the dry sound.

1.低频。使用这个控制来提高低频的内容。

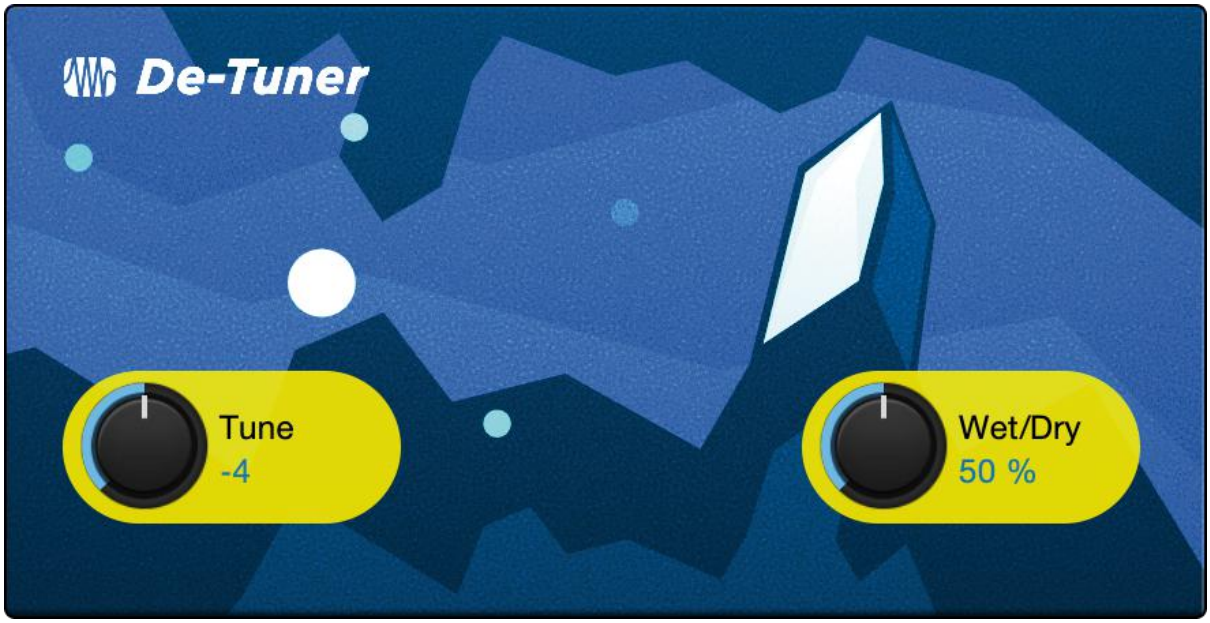
2.宽度。这个控制可以调整立体声图像。

3.Wet/Dry。将受影响的声音与你的声音混合。设置为100%，只听到处理后的声音。设为0%，则只听到”Dry”的声音。

Detuner 解调器

True to its name, the Detuner will artificially lower your voice.

正如它的名字一样，去谐器会人为地降低你的声音。



1. **Tune.** Sets the amount your voice will be lowered.
2. **Wet/Dry.** Blends the affected sound with the dry sound of your voice. Set to 100% to only hear the processed sound. Set to 0% to only hear the dry sound.

1. Tune. 设置你的声音将被降低的量。

2. Wet/Dry. 将受影响的声音与你的声音的干音混合。设置为100%，只听到处理后的声音。设为0%则只听到干的声音。

Vocoder 声码器

Think of a vocoder as a “talking synthesizer.” Your voice is sent through a filter and essentially removed so that only the synthesized sound after it was modulated by the filter remains. This results in a synthesized sound that pulses to the tempo of your voice with the same tonal characteristics.

把声码器看成是一个 "会说话的合成器"。你的声音送入滤波器，基本会被移除，剩下被滤波器调制后的合成的声音。这就产生了一个合成的声音，它以相同的音调特征随着你的声音的节奏跳动。

1. **Freq.** Sets the frequency of the filter.
2. **Type.** Choose between three filter types: Noise, Sawtooth, Rectangle
3. **Wet/Dry.** Blends the affected sound with the dry sound of your voice. Set to 100% to only hear the processed sound. Set to 0% to only head the dry sound.

1 Freq. 设置滤波器的频率。

2 Type. 在三种滤波器类型中选择。噪声、锯齿、矩形

3 Wet/Dry. 将受影响的声音与你的声音的”Dry”混合。设置为100%，只听到处理后的声音。设置为0%则只听到”Dry”的声音。

Ring Modulator

A Ring Modulator basically takes two separate signals (your voice and an oscillator) and creates a new signal that is made up of the sum and differences of the original sources. All of this is a fancy way of saying: it makes you sound like a robot.

环形调制器

环形调制器基本上是将两个独立的信号（你的声音和一个振荡器），创造一个新的信号，由原来的信号源的差组成。它使你的声音像一个机器人。

1. **Dist.** Controls the amount of distortion from zero to over-the-top.
2. **Freq.** Sets the frequency of the oscillation.
3. **SC Freq.** Sets the frequency of the Sub Carrier.
4. **Sub Carrier.** You can choose to add a low frequency oscillation to your signal or not by engaging or disengaging the Sub Carrier.
5. **Wet/Dry.** Blends the affected sound with the dry sound of your voice. Set to 100% to only hear the processed sound. Set to 0% to only head the dry sound.

1. **Dist.** 控制失真量，从零到过顶。
2. **Freq.** 设定振荡的频率。
3. **SC Freq.** 设定副载波的频率。
4. **Sub Carrier.** 你可以选择在你的信号中加入一个低频振荡，或者不加入副载波。
5. **Wet/Dry.** 将受影响的声音与你的声音的”Dry”混合。设置为100%，只听到处理后的声音。设为0%，则只听到 ”Dry” 的声音。

Filters

This is a custom filter bank that allows you to create some truly otherworldly effects!

滤波器

这是一个自定义的滤镜库，可以让你创造出一些真正的异世界效果!

1. **Tune:** Adjusts the pitch of the affected signal from high to low.
2. **Damping:** Adjusts the amount of high-frequency content sent through feedback (4.) in the affected signal.
3. **Wet/Dry:** Blends the affected (“wet”) sound with the un-affected, (“dry”) sound of your voice. Set to 100% to only hear only the processed sound. Set to 0% to only head the dry sound.
4. **Feedback:** Adjusts length of echo effect.
5. **Distortion:** Add some grit and edge to the affected sound, like an overdriven guitar ampllifier.

1.调音。调整受影响信号的音调，从高到低。

2.**Damping:**。调整受影响信号中通过反馈（4.）发送的高频内容的数量。

3.**Wet/Dry:** 将受影响的（**"Wet/"**）声音与未受影响的（**"Dry"**）声音混合。设为100%，只听到处理后的声音。设为0%，则只听到Dry的声音。

4.反馈。调整回声效果的长度。

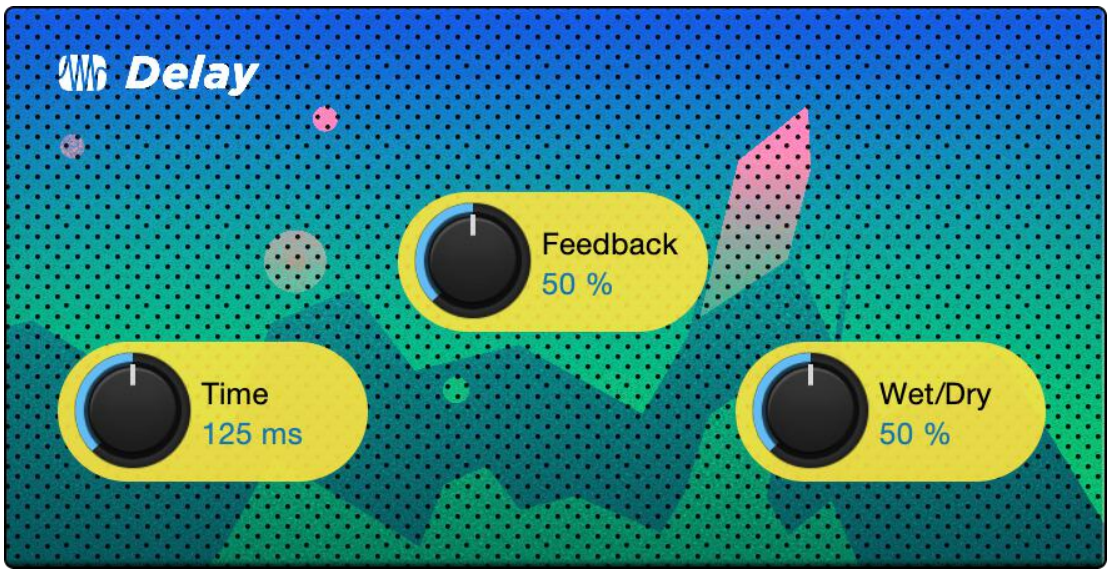
5.失真。给受影响的声音增加一些grit和edge，就像一个过度驱动的吉他放大器。

Delay

A delay essentially creates an echo, although you can often use delays to create more complex time-based effects. The source signal is delayed so that it is heard later than it actually occurred.

延迟

延迟基本上是创造一个回声，尽管你经常可以用延迟来创造更复杂的基于时间的效果。源信号被延迟，所以它被听到的时间比实际发生的时间晚。



1. **Time.** This is the time (in milliseconds) between the source signal and its echo. The simplest delay effect is a single repeat. A short delay between 30 and 100 ms can be used to create slap-back echo, while longer delay times produce a more distant echo.
2. **Feedback.** Variable feedback, or regeneration, produces multiple decaying repeats. Increasing the feedback value increases the number of echoes, as well as the resonance that is created as one echo disappears into another.
3. **Wet/Dry.** Blends the affected sound with the dry sound of your voice. Set to 100% to only hear the processed sound. Set to 0% to only hear the dry sound.

1.**Time**。这是源信号和它的回声之间的时间（以毫秒为单位）。最简单的延迟效果是单一的重复。30到100毫秒之间的短延迟可以用来产生拍打回声，而更长的延迟时间则产生更远的回声。

2.**反馈。**可变的反馈，或再生，产生多个衰减的重复。增加反馈值可以增加回声的数量，也可以增加一个回声消失在另一个回声中时产生的共鸣。

3.**Wet/Dry**。将受影响的声音与你的声音的Dry混合。设为100%，只听到处理过的声音。设置为0%则只听到Dry声音。

8. Studio One Artist Quick Start

Whether you are about to record your first album or your fiftieth, Studio One Artist provides you with all of the tools necessary to capture and mix a great performance.

Studio One Artist都能为你提供所有必要的工具来捕捉和混合一个你期望的录制和表演。

Power User Tip: *As a valued PreSonus customer, you are eligible for a discount upgrade to Studio One Pro-fessional. For more details on the Studio One upgrade program for PreSonus customers, please visit https://shop.presonus.com/products/software/studio-one-prods.*

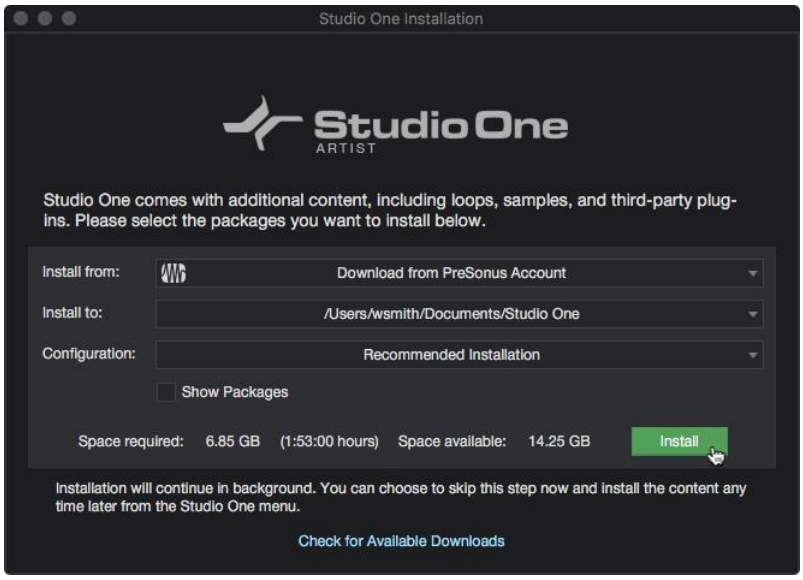
用户提示。*作为PreSonus的重要客户，你有资格以折扣价升级到Studio One Pro-fessional。关于PreSonus客户的Studio One升级计划更多细节，请访问 https://shop.presonus.com/products/software/studio-one-prods。*

8.1 Installation and Authorization

Once you have installed the drivers for your audio interface and connected it to your computer, you can use the included PreSonus Studio One Artist music-production software to begin recording, mixing, and producing your music. To install Studio One Artist, log into your My PreSonus account and register your interface. Your product key for Studio One Artist will automatically be registered to your My PreSonus account, along with your hardware registration.

一旦你安装了音频接口的驱动程序并将其连接到电脑上，你就可以使用附带的PreSonus Studio One Artist音乐制作软件来开始录音、混音和制作音乐。要安装Studio One Artist，请登录您的My PreSonus帐户并注册您的接口。你的Studio One Artist的产品密钥将自动注册到你的My PreSonus账户中，同时你的硬件注册也会自动注册。

Downloading and Running the Studio One Installer



To install Studio One Artist, download the Studio One Artist installer from your My PreSonus account to the computer on which you will use it.

- **Windows:** Launch the Studio One Artist installer and follow the onscreen instructions.
- **Mac:** Drag the Studio One Artist application into the Applications folder on your Mac hard drive.

Authorizing Studio One

When Studio One is launched for the first time on your computer, it will communicate with your My PreSonus account and verify your registration. To ensure a seamless authorization process, make sure to download your installer to the computer on which you will be using it, and be sure that your computer is connected to the Internet when you launch the application for the first time.

要安装Studio One Artist，请从你的My PreSonus账户下载Studio One Artist安装程序到你要使用它的电脑上。
Windows。启动Studio One Artist安装程序并按照屏幕上的指示操作。
苹果电脑。将Studio One Artist应用程序拖入你的Mac硬盘上的 "应用程序 "文件夹。

授权给Studio One
当Studio One第一次在你的电脑上启动时，你的My PreSonus账户会收到来信，并验证你的注册。为了确保顺利的授权过程，请确保将安装程序下载到你要使用的电脑上，并确保你的电脑在第一次启动应用程序时连接到互联网。

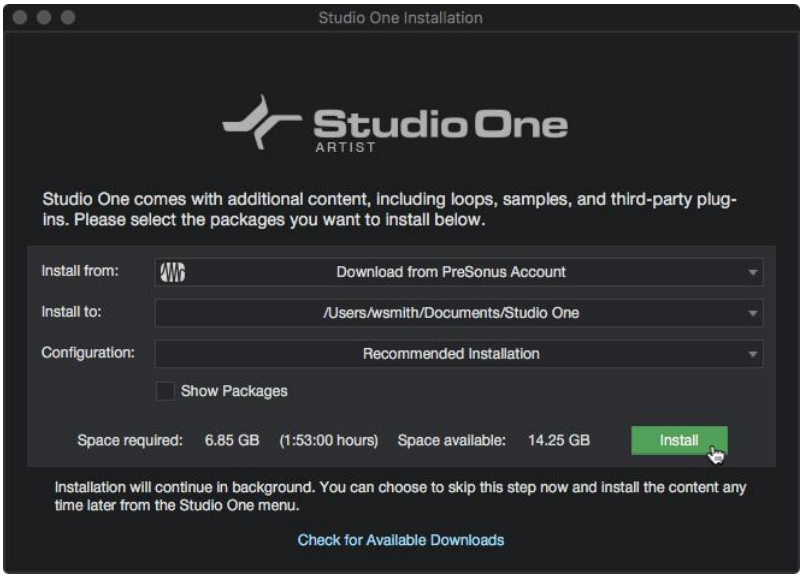
Power User Tip: *You may be prompted to enter your My PreSonus user account information. Clicking “Remember Credentials” will allow you to have immediate access to any content you purchase from the PreSonus Mar-ketplace.**用户提示：**你可能会被提示输入你的My PreSonus用户账户信息。点击 "Remem- ber Credentials "将使能够立即访问你从PreSonus Mar-ketplace购买的任何内容。*

Installing Bundled Content for Studio One Artist

Studio One Artist comes bundled with an array of demo and tutorial materials, instruments, loops, and samples. The Studio One Artist bundle includes all that you need to begin producing music.

为Studio One Artist 安装捆绑的内容

Studio One Artist 拥有一系列的演示和教程材料、乐器、循环和采样。Studio One Artist 的捆绑内容包括你开始制作音乐所需的所有内容。



The first time you launch Studio One Artist, you will be prompted to install its companion content. Select the content you wish to add and click “Install.” The content will automatically begin to download and install from your My PreSonus user account.

当你第一次启动 Studio One Artist 时，你会被提示安装其配套内容。选择你想添加的内容，然后点击 "安装"。该内容将自动开始从你的My PreSonus 用户账户中下载和安装。

> ***Power User Tip:*** *To select only a portion of the available content, click on “Show Packages”. From here you can customize your content installation.*
>
> ***用户提示****。选择一部分可用的内容，请点击 "显示包"。从这里你可以定制你的内容安装。*

8.2 Setting Up Studio One Artist

Studio One Artist was designed to work with PreSonus interfaces and provides unique interoperability and simplified setup. When Studio One Artist is launched, by default you will be taken to the Start page. On this page, you will find document-management and device-configuration controls, as well as a customizable artist profile, a news feed, and links to demos and tutorials from PreSonus. If your computer is connected to the Internet, these links will be updated as new tutorials become available on the PreSonus Web site.

Studio One Artist被设计为与PreSonus接口一起使用，并提供独特的互操作性和简化的设置。当Studio One Artist启动时，默认情况下，你会被带到 "开始 "页面。在这个页面上，你会发现文件管理和设备配置控制，以及一个可定制的艺术家档案，一个新闻提要，还有PreSonus的演示和教程链接。你的电脑连接到互联网，PreSonus 会更新用户新的教程。

Complete information on all aspects of Studio One Artist is available in the Reference Manual PDF located within Studio One. The information in this tutorial covers only the basic aspects of Studio One Artist and is intended to get you set up and recording as quickly as possible.

关于Studio One Artist各方面的完整信息，可以在Studio One的参考手册PDF中找到。本教程中的信息只包括Studio One Artist的基本内容，目的是让你尽快完成设置和录音。

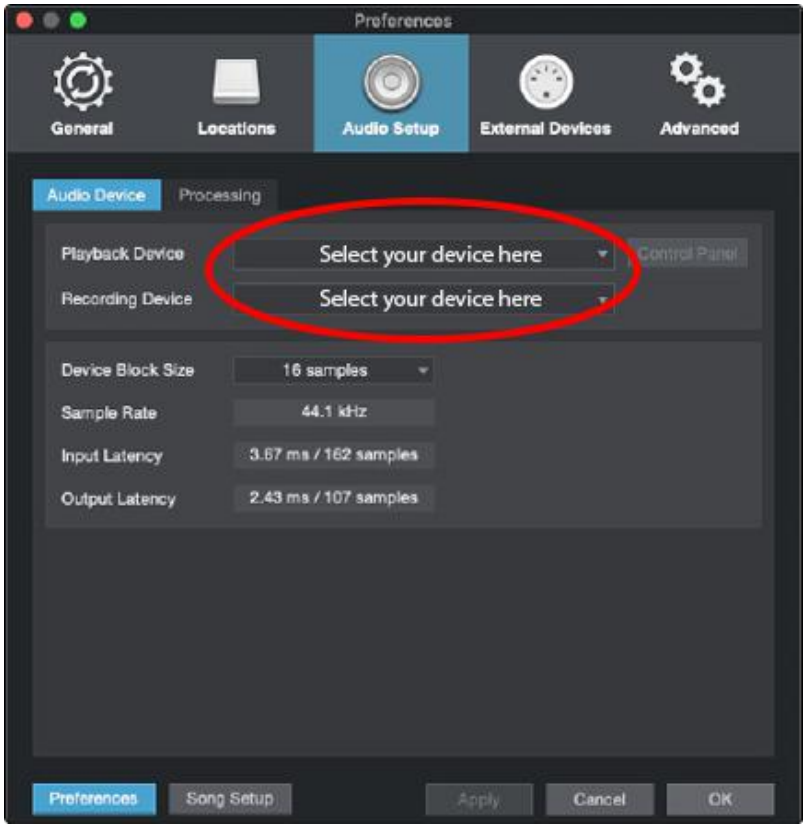
8.2.1 Configuring Audio Devices

In the middle of the Start page, you will see the Setup area. Studio One Artist automatically scans your system for all available drivers and selects a driver. By default, it will choose a PreSonus driver if one is available.

在开始页面的中间，你会看到设置区域。Studio One Artist会自动扫描你的系统，寻找所有可用的驱动，并选择一个驱动。默认情况下，如果有PreSonus的驱动，它将选择一个PreSonus的驱动。

If you do not see your device listed on the Start page when you launch Studio One, click on the Configure Audio Devices link in the Setup area to open the Options window.

如果你在启动Studio One时，没看到你的设备列在 "开始 "页上，点击设置区的 "配置音频设备 "链接，打开选项窗口。



In the Options window, click on the Audio Setup tab and select your device driver from the pull-down.

在 "选项 "窗口，点击 "音频设置 "标签，从下拉菜单中选择你的设备驱动程序。

8.3 Configuring MIDI Devices

From the External Devices window in Studio One Artist, you can configure your MIDI keyboard controller, sound modules, and control surfaces. This section will guide you through setting up your MIDI keyboard controller and sound modules. Please consult the Reference Manual located within Studio One for complete setup instructions for other MIDI devices.

在Studio One Artist的外部设备窗口中，你可以配置你的MIDI键盘控制器、声音模块和控制面。本节将指导你如何设置你的MIDI键盘控制器和声音模块。有关其他MIDI设备的全部设置说明，请查阅Studio One中的《参考手册》。

If you are using a third-party MIDI interface or USB MIDI-controller keyboard, you must install any required drivers for these devices before beginning this section. Please consult the documentation that came with your MIDI hardware for complete installation instructions.

If you do not have any MIDI devices, please skip this section.

如果你使用的是第三方MIDI接口或USB MIDI控制器键盘，在开始本节之前，你必须为这些设备安装任何必要的驱动程序。有关完整的安装说明，请查阅您的MIDI硬件附带的文件。

如果你没有任何MIDI设备，请跳过本节。

Setting up an External MIDI Keyboard Controller from the Start Page从开始页设置一个外部MIDI键盘控制器

A MIDI keyboard controller is a hardware device that is generally used for playing and controlling other MIDI devices, virtual instruments, and software parameters. In Studio One Artist, these devices are referred to as Keyboards, and they must be configured before they are available for use. In some cases, your MIDI keyboard controller is also used as a tone generator. Studio One Artist views the controller and tone-generation functions as two different devices: a MIDI keyboard controller and a sound module. The MIDI controls (keyboard, knobs, faders, etc.) will be set up as a Keyboard. The sound modules will be set up as an Instrument.

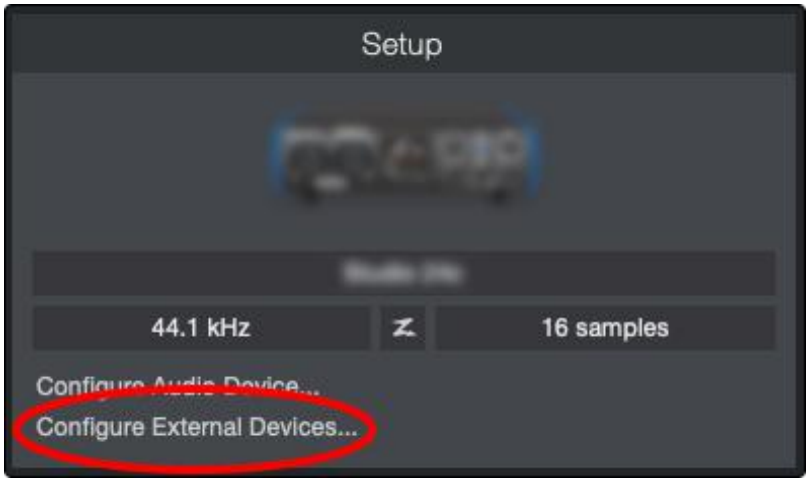
You can set up your external MIDI devices from the Setup area in the Start page. Before setting up a new Song for recording, take a moment to configure external devices.

Make sure you have connected the MIDI Out of your external MIDI controller to a MIDI In on your PreSonus audio interface (if available) or other MIDI interface. If you are using a USB MIDI controller, connect it to your computer and power it on.

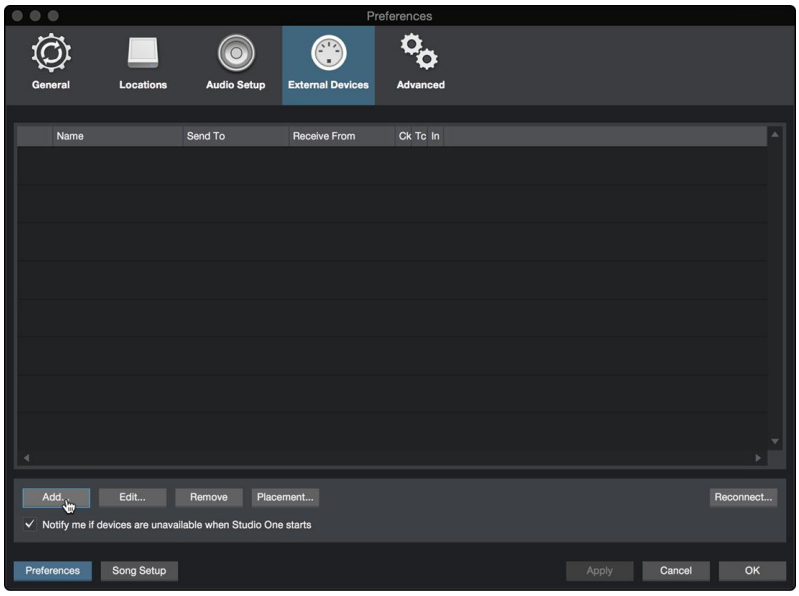
MIDI键盘控制器是一种硬件设备，一般用于演奏和控制其他MIDI设备、虚拟乐器和软件参数。在Studio One Artist中，这些设备被称为键盘，它们必须经过配置才能使用。在某些情况下，你的MIDI键盘控制器也被用作音色发生器。Studio One Artist 将控制器和音调发生器的功能视为两个不同的设备：一个MIDI键盘控制器和一个声音模块。MIDI控制器（键盘、旋钮、推子等）将被设置为键盘。声音模块将被设置为一个乐器。

你可以在 "开始 "页面的 "设置 "区域设置你的外部MIDI设备。在设置新的歌曲进行录音之前，花点时间配置一下外部设备。

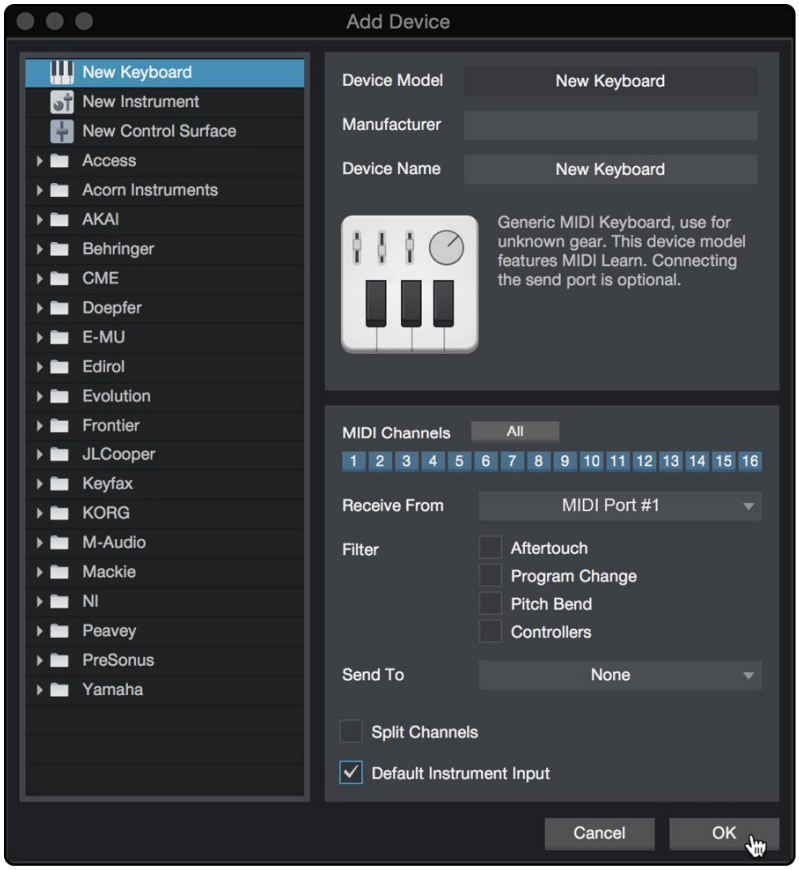
确保你已经将外部MIDI控制器的MIDI输出连接到PreSo nus音频接口（如果有的话）或其他MIDI接口的MIDI输入。如果你使用的是USB MIDI控制器，请将它连接到你的电脑上并接通电源。



Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window. 点击 "开始 "页面设置区的 "配置外部设备 "链接，启动 "外部设备 "窗口。



Click the Add button. This will launch the Add Device window.
点击 "添加 "按钮。这将启动 "添加设备 "窗口。



From the menu on the left, select your MIDI controller from the list of manufacturers and models. If you do not see your MIDI controller listed, select New Keyboard. At this point, you can customize the name of your keyboard by entering the manufacturer and device names.

从左边的菜单中，从制造商和型号的列表中选择你的MIDI控制器。如果您没有看到你的MIDI控制器被列出，请选择 "新建键盘"。这时，你可以通过输入制造商和设备名称来定制你键盘的名称。

- You must specify which MIDI channels will be used to communicate with this keyboard. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to choose, select all 16.
- Studio One allows you to filter out specific control functions. If you would like Studio One to ignore Aftertouch, Pitch Bend, Program Change, or all CC messages, enable filtering for any or all of these messages.
- In the Receive From drop-down menu, select the MIDI interface input from which Studio One Prime will receive MIDI data (that is, the MIDI port to which your keyboard is connected).
- If this is the only keyboard that you will use to control your external synthesizers and virtual instruments, you should check the box next to Default Instrument Input. This will automatically assign your keyboard to control all MIDI devices in Studio One Prime.
- Click “OK.” You're all set up!

- 你需要指定哪些MIDI通道将被用于与该键盘连接。大多数情况，应该选择所有的MIDI通道。如果你不确定要选择哪些MIDI通道，请选择全部16个。
- Studio One允许你过滤掉特定的控制功能。如果你想让Studio One忽略Aftertouch、Pitch Bend、Program Change或所有CC信息，请启用任何或所有这些信息的过滤功能。
- 在Receive From下拉菜单中，选择Studio One Prime接收MIDI数据的MIDI接口输入（也就是你的键盘所连接的MIDI端口）。
- 如果这是你用来控制外部合成器和虚拟乐器的唯一键盘，你应该选中默认乐器输入旁边的方框。这将自动分配你的键盘来控制Studio One Prime中的所有MIDI设备。
- 点击 "确定"。你就全部设置好了!

Power User Tip:*In the Send To drop-down menu, select the MIDI interface output from which your Studio One will send MIDI data to your keyboard. If your keyboard controller doesn't need to receive MIDI data from Studio One, you can leave this unselected.*

用户提示：*在 "发送到 "下拉菜单中，选择MIDI接口输出，Studio One将从该接口向你的键盘发送MIDI数据。如果你的键盘控制器不需要从Studio One接收MIDI数据，你可以不加选择。*

If you have a sound module that you'd like to connect, leave the External Devices window open and proceed to the next part of this section. If not, you can close the window and skip to the next section. 如果你有一个你想连接的声音模块，让外部设备窗口打开，然后进入本节的下一部分。如果没有，你可以关闭该窗口，跳到下一节。

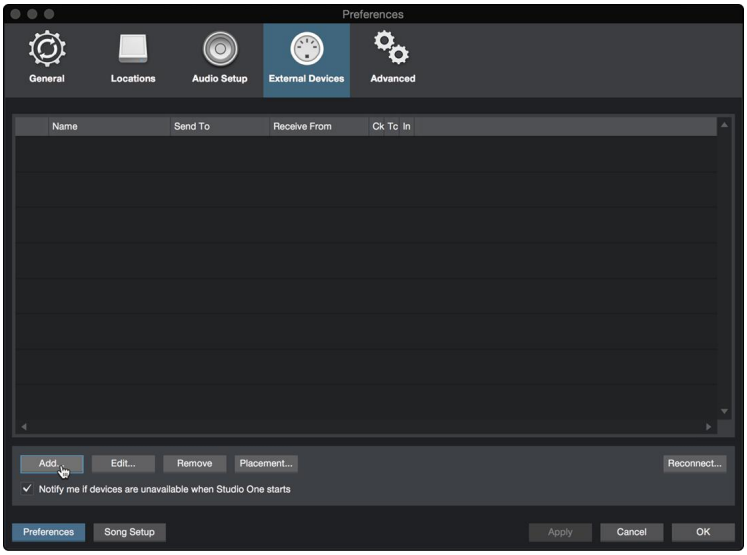
Setting up an External MIDI Sound Module from the Start Page 从开始页设置一个外部MIDI声音模块

MIDI instrument controllers (keyboards, MIDI guitars, etc.) send musical information, in the form of MIDI data, to tone modules and virtual instruments, which respond by generating sound as instructed. Tone modules can be standalone sound devices or can be integrated into a MIDI instrument, such as a keyboard synthesizer. Studio One Artist refers to all tone generators as Instruments. Once you have set up your MIDI keyboard controller, take a moment to configure your sound module.

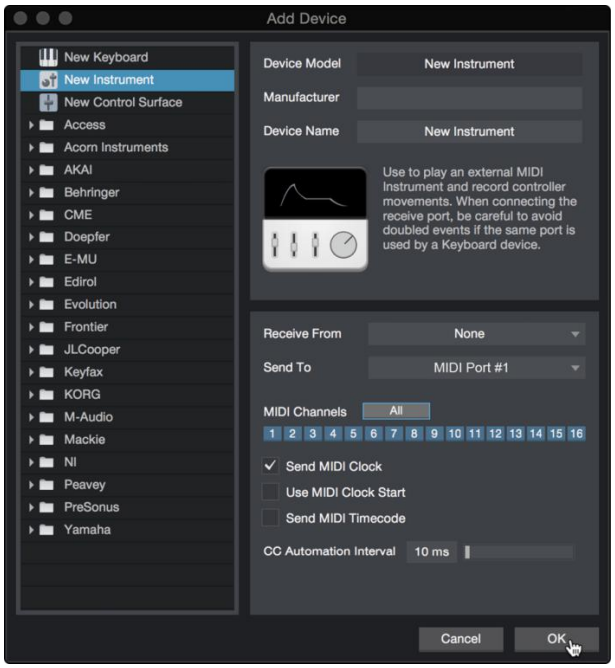
Make sure you have connected the MIDI In of your external sound module to the MIDI Out of your MIDI interface.

MIDI乐器控制器（键盘、MIDI吉他等）以MIDI数据的形式向音色模块和虚拟乐器发送音乐信息，后者按照指示产生声音。音色模块可以是独立的声音设备，也可以集成到MIDI乐器中，如键盘合成器。Studio One Artist把所有的音色发生器都称为乐器。一旦你设置好了你的MIDI键盘控制器，花点时间来配置你的声音模块。

确保你已经将外部声音模块的MIDI输入连接到你的MIDI接口的MIDI输出。



In the External Devices window, click the Add button.在 "外部设备 "窗口，点击 "添加 "按钮。



Select your device in the menu on the left. If your device is not listed, select New Instrument. At this point you can customize the name of your keyboard by entering the manufacturer and device names.

在左边的菜单中选择你的仪器。如果你的设备没有列出，请选择 "新仪器"。这时，你可以通过输入制造商和设备名称来定制你的键盘名称。

- Specify which MIDI channels will be used to communicate with this sound module. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to select, we suggest you select all 16.
- In the Send To menu, select the MIDI interface output from which Studio One Prime will send MIDI data to your sound module. Click “OK” and close the External Devices window. You are now ready to start recording in Studio One Prime.

- 指定哪些MIDI通道将被用来与这个声音模块通信。对于大多数目的，你应该选择所有的MIDI通道。如果你不确定要选择哪些MIDI通道，我们建议你选择全部16个。
- 在 "Send"菜单中，选择MIDI接口输出，Studio One Prime将从该接口向你的声音模块发送MIDI数据。点击 "确定"，关闭 "外部设备 "窗口。准备好在Studio One Prime中可以开始录音。

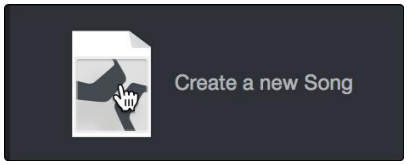
The rest of this Quick Start Guide will go over how to set up a Song and will discuss some general work-flow tips for navigating through the Studio One Artist environment.

本快速入门指南的其余部分将介绍如何设置歌曲，并将讨论一些在Studio One Artist环境中导航的一般工作流程提示。

8.4 Creating a New Song 创建一首新歌

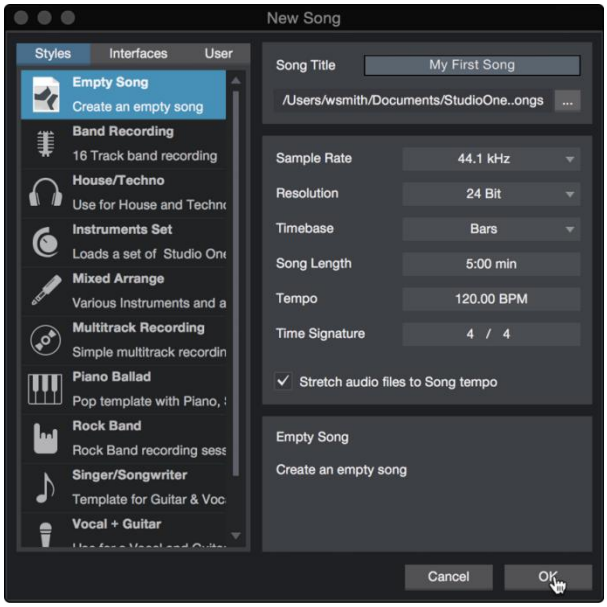
Now that you've configured your audio and MIDI devices, let's create a new Song. We'll start by setting up your default audio I/O.

现在你已经配置了你的音频和MIDI设备，让我们来创建一个新的歌曲。我们将从你设置默认音频输入/输出开始。



From the Start page, select "Create a New Song."

从 "开始 "页面，选择 "创建一首新歌"。



In the New Song window, name your Song and choose the directory in which you'd like it saved. You'll notice a list of templates on the left. These templates provide quick setups for a variety of devices and recording situations. The section will describe creating a Song from an empty session.

在 "新建歌曲 "窗口，为你的歌曲命名，并选择你想保存的目录。左边有一个模板列表。这些模板为各种设备和录音情况提供快速设置。本节将描述从一个空的会话中创建一首歌曲。

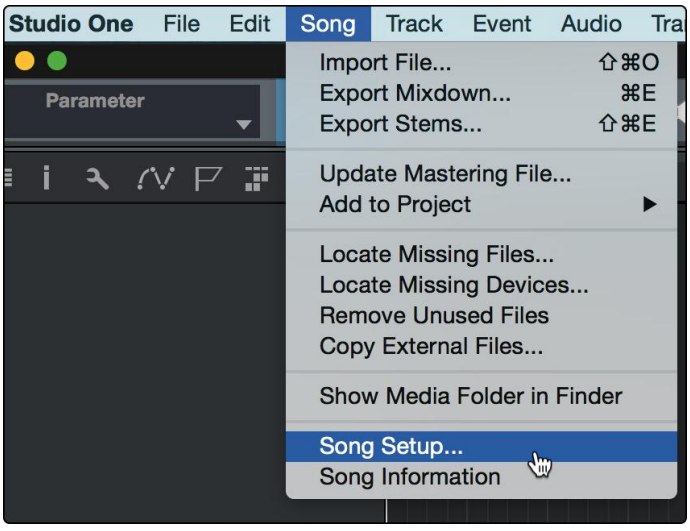
***Power User Tip**: If you plan to import loops into your Song, make sure that the Stretch Audio Files to Song Tempo option is selected. This will automatically import loops at the correct tempo.*

***用户提示：**如果你打算把循环导入到你的歌曲中，请确保选择 "将音频文件拉伸到歌曲节奏 "选项。这将自动以正确的速度导入循环。*

Configuring Your I/O

1. Click on Song | Song Setup to set your sample rate and resolution and configure your audio I/O.

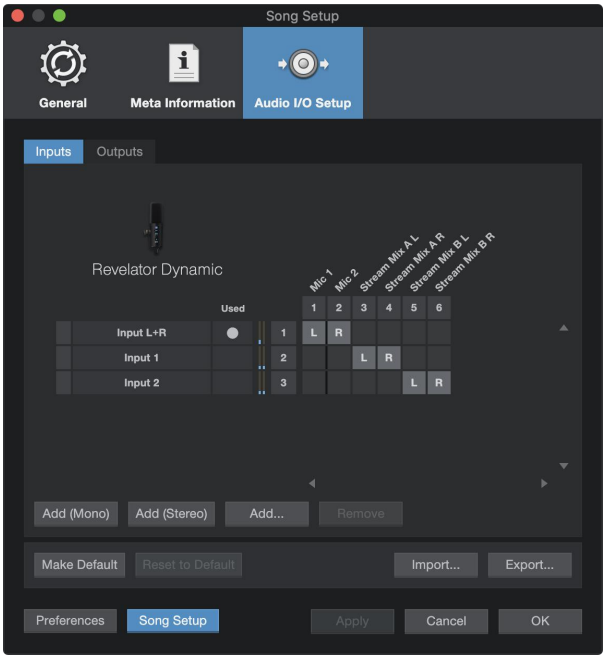
点击歌曲|歌曲设置，设置你的采样率和分辨率，配置你的音频I/O。



2. Click on the Audio I/O Setup tab.
点击音频I/O设置标签。

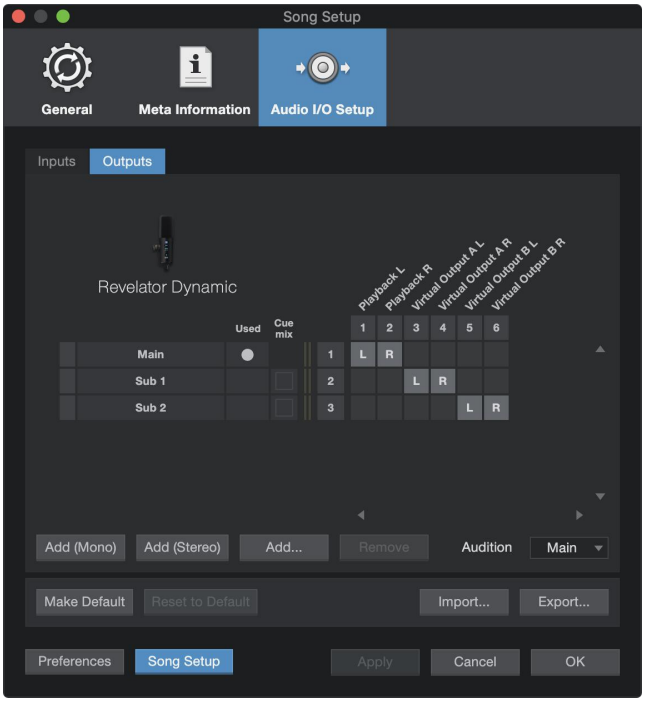
3. From the Inputs tab, you can enable the inputs for your Revelator Dynamic, including the Loopback Inputs that you'd like to have available. We recommend you create a mono input using Input 1 of your Revelator Dynamic and two Stereo Inputs; one for Mix B L/R and another for Mix C L/R. These correspond to Virtual A and Virtual B respectively.

在Inputs（输入）选项卡上，你可以为你的Revelator Dynamic启用输入，包括你想用的Loopback输入。我们建议你使用Revelator Dynamic的输入1创建一个单声道输入，以及两个立体声输入；一个用于混合B L/R，另一个用于混合C L/R。它们分别与虚拟A和虚拟B相呼应。



4. Click on the Outputs tabs to enable any or all of the outputs on your Revelator Dynamic. In the lower right corner, you will see the Audition Select menu. This allows you to choose the output from which you will audition audio files prior to importing them into Studio One Artist. In general, you will want this to be the main output bus.

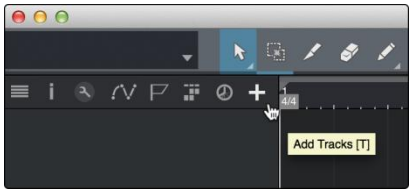
单击 "输出 "选项卡，启用Revelator Dynamic上的任何或所有输出。在右下角，你会看到试听选择菜单。这允许你选择输出，在将音频文件导入Studio One Artist之前，你将从该输出进行试听。一般来说，希望这是主输出总线。



Power User Tip: *If you would like this I/O configuration to be the same every time you open Studio One, click the Make Default button.*

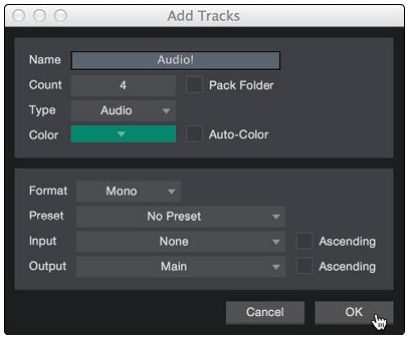
用户提示：*如果你希望每次打开Studio One的时候，这个I/O配置都是一样的，请点击Make Default按钮。*

10. Creating Audio and Instrument Tracks 创建音频和乐器轨道



In the upper left corner of the Arrange window, you will notice several buttons. The button furthest to the right is the Add Tracks button. Click on this button to open the Add Tracks window.

在编曲窗口的左上角，有几个按钮。最靠右的按钮是 "添加音轨 "按钮。点击这个按钮，打开 "添加音轨 "窗口。



In the Add Tracks window, you can customize the track name and color, add a preset rack of effects, and set the physical source for the input and output of your audio tracks. Most important, you can select the number and type of tracks you'd like to create.

在 "添加音轨 "窗口中，你可以自定义音轨的名称和颜色，添加预设的效果器，并为音轨的输入和输出设置物理源。最重要的是，你可以选择你想创建的音轨的数量和类型。

- **Audio.** Use this track type to record and playback audio files.
- **Instrument.** Use this track to record and playback MIDI data to control external MIDI devices or virtual instrument plug-ins.
- **Automation.** This track type lets you create automated parameter controls for your session.
- **Folder.** This track helps you to manage your session as well as to quickly edit multiple tracks at once.

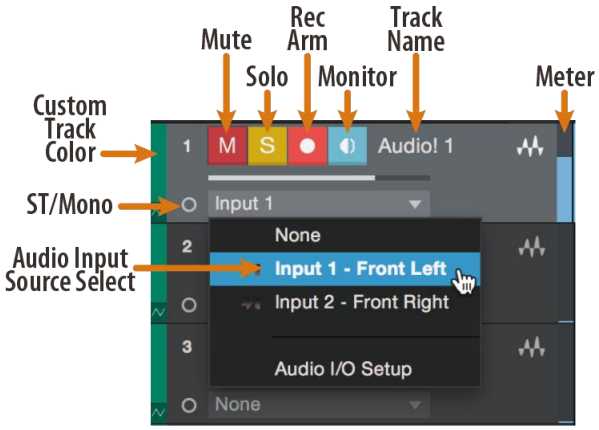
音频。使用这种音轨类型来记录和播放音频文件。

乐器。使用此音轨来记录和播放MIDI数据，以控制外部MIDI设备或虚拟乐器插件。

Automation（自动化）。这种音轨类型可以为你的会话创建自动参数控制。

文件夹。可以帮助你管理你的会话，也可以一次快速编辑多个音轨。

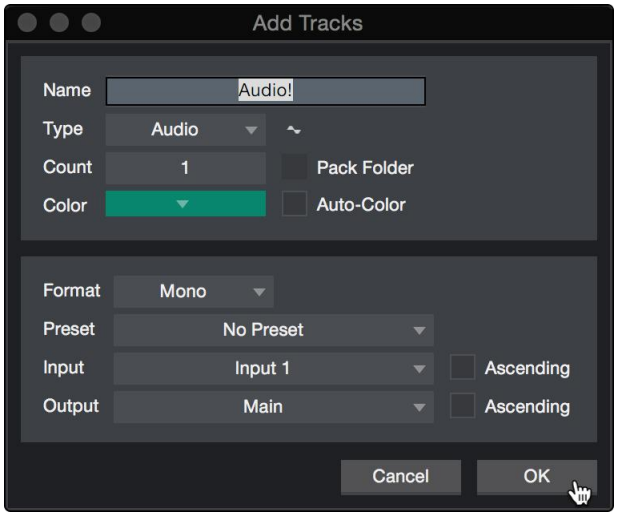
Power User Tip: *If you would like to add an audio track for each of the available inputs, go to Track | Add Tracks for All Inputs.用户提示：如果你想为每个可用的输入添加一个音轨，请进入Track | Add Tracks for All Inputs。*



Note: Instrument tracks are nearly identical to audio tracks. The Input Source list for Instrument tracks lists available external MIDI devices as well as any virtual instruments that have been added to the Song.

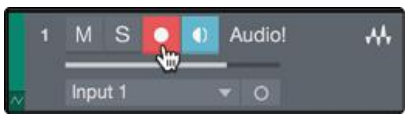
注意：乐器轨道几乎与音频轨道相同。乐器轨道的输入源列表列出了可用的外部MIDI设备，以及已经添加到歌曲中的任何虚拟乐器。

10.0.1 Recording an Audio Track 录制音轨



To begin recording, create an audio track from the Add Tracks window, set its input to Input 1 on yourRevelator Dynamic, and connect a microphone to the same input.

要开始录音，从 "添加音轨 "窗口创建一个音轨，将其输入设置为Revelator Dynamic上的输入1，并将麦克风连接到同一输入。



Select Record Enable on the track. Turn up the Input 1 level on your audio interface while speak- ing/singing into the microphone. You should see the input meter in Studio One Artist react to the input. Adjust the gain so the input level is near its maximum without clipping (distorting).

在音轨上选择 "启用录音"。在你的音频接口上调高输入1的电平，同时对着话筒说话/唱歌。你应该看到Studio One Artist中的输入表对输入的反应。调整增益，使输入电平接近其最大值而不发生削波（失真）。

You are now ready to start recording. For complete instructions, please consult the Studio One Reference manual located in Help | Studio One Reference Manual.

现在可以开始录音了。有关完整的说明，请查阅位于帮助|Studio One参考手册的Studio One参考手册。

10.0.2 Adding Virtual Instruments and Effects 添加虚拟乐器和效果

You can add plug-ins and instruments to your Song by dragging-and-dropping them from the browser. You can also drag an effect or group of effects from one channel to another, drag in customized effects chains, and instantly load your favorite virtual-instrument preset without ever scrolling through a menu.
你可以通过从浏览器中拖放插件和乐器来增加你的歌曲。你还可以把一个或一组效果器从一个通道拖到另一个通道，拖入定制的效果器链，并立即加载你最喜欢的虚拟乐器预设，而无需滚动菜单。

Opening the browser.

打开浏览器

In the lower right corner of the Arrange window are three buttons:

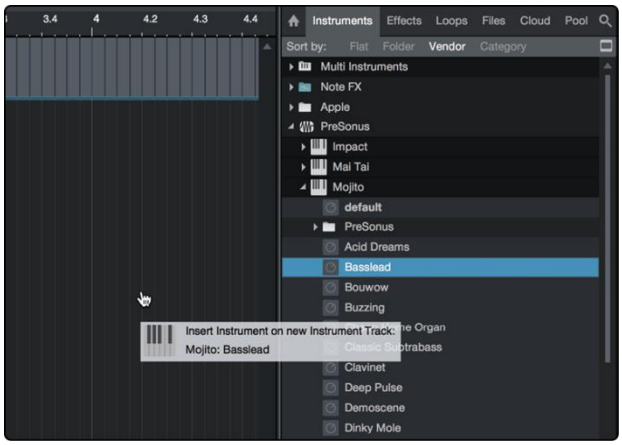
- The Edit button opens and closes the audio and MIDI editors.
- The Mix button opens and closes the Mixer window.

在编曲窗口的右下角有三个按钮。

- 编辑按钮可以打开和关闭音频和MIDI编辑器。
- 混合按钮打开和关闭混合器窗口。

The Browse button opens the browser, which displays all of the available virtual instruments, plug-in effects, audio files, and MIDI files, as well as the pool of audio files loaded into the current session.
浏览按钮打开浏览器，显示所有可用的虚拟乐器、插件效果、音频文件和MIDI文件，以及加载到当前会话的音频文件池。

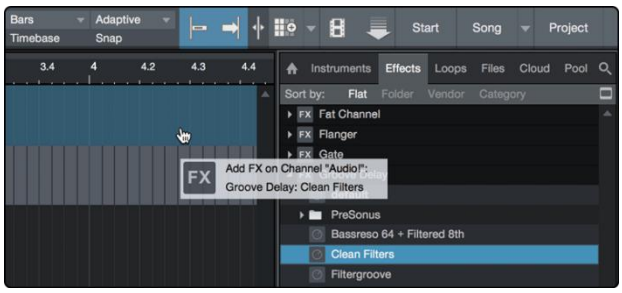
Drag-and-Drop Virtual Instruments 拖放式虚拟乐器



To add a virtual instrument to your session, open the browser and click on the Instrument button. Select the instrument or one of its patches from the Instrument browser and drag it into the Arrange view. Studio One Artist will automatically create a new track and load the instrument as the input.

要在你的会话中添加一个虚拟乐器，打开浏览器并点击乐器按钮。从乐器浏览器中选择乐器或它的一个补丁，然后把它拖到编曲视图中。Studio One Artist会自动创建一个新的音轨，并将该乐器作为输入载入。

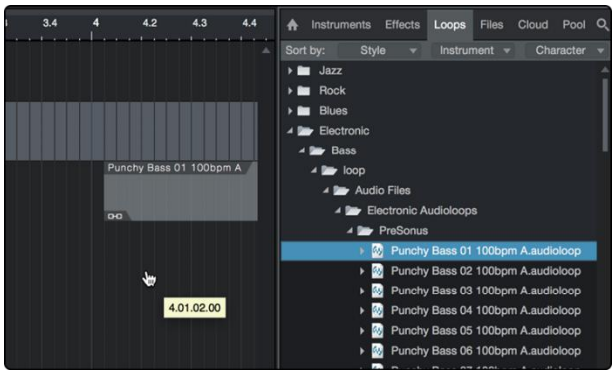
Drag-and-Drop Effects



To add a plug-in effect to a track, click the Effects button in the browser and select the plug-in or one of its presets in the effects browser. Drag-and-drop the selection over the track to which you would like to add the effect.

要将插件效果添加到轨道上，请单击浏览器中的 "效果 "按钮，并在效果浏览器中，选择该插件或其预置之一。将选择的内容拖放到你想添加效果的轨道上。

Drag-and-Drop Audio and MIDI Files



Audio and MIDI files can be quickly located, auditioned, and imported into your Song by dragging them from the file browser into the Arrange view. If you drag the file to an empty space, a new track will be created with that file placed at the position to which you dragged it. If you drag the file to an existing track, the file will be placed as a new part of the track.

通过将音频和MIDI文件从文件浏览器拖到编曲视图中，可以快速定位、试听并导入你的歌曲中。如果你把文件拖到一个空位上，就会创建一个新的轨道，把该文件放在你拖动的位置上。如果你把文件拖到一个现有的轨道上，该文件将作为该轨道的一个新部分被放置。

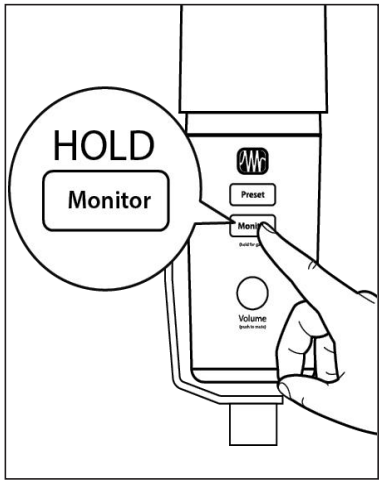
11. Resources 资源

11.1 Gain Staging 101: Begin at the Beginning 从起点说起

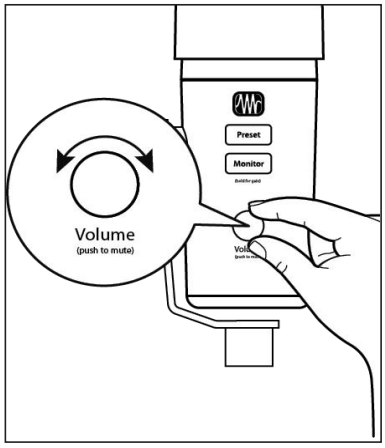
It may seem counterintuitive to boost the signal closest to its source and cut it later in the signal path if it is too loud, but this is precisely the best way to get a noise- and feedback-free recording. That said, you don't want to gain it up too much at the beginning either. If you find that you must cut the signal at every component that sits after the input-trim stage to avoid distortion, you've probably set the trim too high. Then, and only then, should you gain it down.

提升最接近信号源的信号，并在信号路径的后期削减它，如果它太响的话，这似乎是违背直觉的，但这正是获得无噪音和无反馈的录音的最佳方式。也就是说，你也不想在一开始就把它增益得太高。如果你发现你必须在输入调整阶段之后的每个元件上切断信号以避免失真，你可能把调整器设置得太高了。那么，只有在这个时候，你才应该把它增益下来。

Step 1: Setting the Microphone Gain



First, press and hold the Monitor button on your Revelator Dynamic until it lights green
首先，按住Revelator Dynamic上的Monitor按钮，直到它亮起绿色。



Turn the Volume knob for your Revelator Dynamic clockwise while speaking into the microphone. Watching for the signal/clip indicator to turn red, then back it down until the indicator is green only. When you've stopped speaking the knob will go dark.

在对着麦克风说话的同时，顺时针转动Revelator Dynamic的音量旋钮。观察信号/夹子指示灯变成红色，然后将其调低，直到指示灯变成绿色。当你停止说话时，旋钮会变暗。

Step 2: Setting the EQ and Dynamics
第2步：设置均衡器和动态器

After you have set the input gain, you can use your channel EQ to sculpt your source. The more bands your EQ offers, the more control you will have, but you'll also add more potential for improper gain staging, so use with caution. This is also true with compression.

To set the EQ, you will need to adjust both the channel and the main faders to 0.0 dB. (AKA "unity.")

在你设置了输入增益后，你可以使用你的通道EQ来雕刻你的音源。你的EQ提供的频段越多，你的控制力就越强，但也会增加更多潜在的不合适的增益稳定，所以要谨慎使用。在压缩方面也是如此。要设置EQ，你需要将 Channel和main faders都调整到 0.0dB。(又称 "统一"。)

This is just for the purposes of dialing in the sound you want. You'll dial in the mix next.

Often, when people are new to using an equalizer, they listen for what is missing from their source signal and try to boost it in. But that's not always the best solution. Sometimes removing the frequencies that are drowning out the ones you want works best.

Dynamics processors can be difficult to work with at first, because they both reduce gain and amplify it. Let's take a look at a compressor for a moment. A compressor works by lowering the dynamic range—and by extension, the gain—of a signal, but it also gives you a make-up gain control that allows you to get some of that back. If you apply a lot of gain reduction to a signal, then boost it too far with the make-up gain, your sound can get very unwieldy very fast. As with an EQ, only compress a signal as much as you need to (unless you're using it for a creative effect), and only gain it back up as far as you have to for it to cut through your mix.

这只是为了拨出你想要的声音。下一步你将拨入混音。

通常情况下，当人们刚开始使用均衡器时，他们会听出源信号中缺少的东西，并试图将其提升。但这并不总是最好的解决办法。有时移除你想要压过的频率，效果最好。

动态处理器一开始可能很难操作，因为它们既能减少增益又能放大增益。让我们先看一下压缩器。压缩器的工作原理是降低动态范围--也就是信号的增益，但它也给你一个补强的增益控制，使你能拿回一些增益。如果你把大量的增益降低到一个信号上，然后用补充增益把它提升得太远，你的声音会变得不流畅。就像EQ一样，只有在你需要的时候才压缩信号（除非你用它来做创造性的效果），并且只有在你需要的时候才把它的增益调高，以使它能够穿过你的混音。

Step 3: Setting Your Mix—The Unity Myth
第3步：设置你的混音--统一的神话

There is an unfortunate rumor that persists in the darker corners of the audio-nerd Internet. It states that all your faders should be set to unity (that bold line in the middle of the fader markings at 0 dB). But if you do this, you will limit the dynamic range of your signals—and not in a good way.

That bold mark next to your faders means just one thing: The channel and output mix level controls are not adding or removing any amplitude (volume) to or from your signal.

有一个遗憾的说法，你所有的faders都应该设置为统一（推子标记中间的那条粗线为0dB）。但是，如果你这样做，会限制你的信号的动态范围，而且不是一个好的方式。

Faders旁边的粗体标记只意味着一件事：通道和输出混合电平控制没有为你的信号增加或减少任何振幅（音量）。

Why do you need to know this? For input gain staging and dialing in your EQ and dynamics, of course!

With the channel and the main faders at unity, you can listen to an individual channel unadulterated while you're setting your input gain level and adjusting your EQ and dynamics to sculpt the sound. Once that's done, the fat line in the middle of the channel has largely served its purpose. Are you getting too much of your animated guest caller in your headphones? By all means, go ahead and lower it. Need to give your own channel a little gas to compete? That's what that 10 dB above unity is for.

Like everything in audio, however, these rules aren't absolute, especially in a live sound situation. If you are gaining up a channel well above unity just for it to be heard in your mix, maybe your other channels are too loud. Try lowering the levels of the rest of your mix.

为什么你需要知道这些？当然是为了输入增益分期和调节EQ和动态!

在通道和fader处于统一位置时，你可以在设置输入增益水平和调整EQ和动态来精心制作声音时，听一个单独的通道，不受任何影响。一旦这样做了，通道中间的 fat line就基本上达到了它的目的。你是否在耳机中听到了太多的客人的动画？通过各种手段，继续并降低它。需要给自己的频道加点油来竞争吗？这就是高于统一标准的10分贝的作用。

然而，像音频中的一切，这些规则不是绝对的，尤其是在现场的声音情况。如果你为了在混音中听到一个通道的声音而把它提高到高于统一水平，也许你的其他通道太响了。试着降低你的混音的其他部分的电平。

11.2 Microphone Tips and Tricks 麦克风技巧和窍门

Like any tool, a microphone must be used properly to get the best result. Professional broadcasters or vocalists will tell you that good microphone technique is crucial to getting a good recording. How many times have you listened to a podcast where it sounded like there was a wall between the on-air talent and their microphone? Or the microphone was so close you could hear each breathe and every popping 'P' sounded like a mini explosion in your headphones?

Proximity to the microphone is the most common issue when anyone begins the process of learning proper mic technique, but other issues, like background noise and improper gain staging, will exacerbate a poorly positioned microphone. Don't worry, we've all been there, and PreSonus has put together this tutorial to help you mitigate the most common mistakes people make when getting started recording their voice with a microphone.

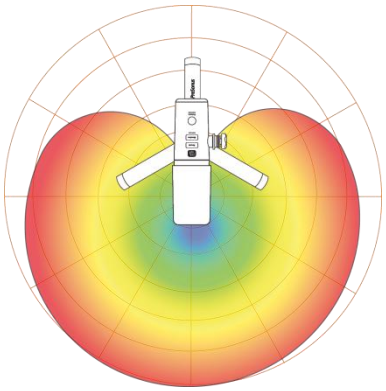
像任何工具一样，麦克风必须正确使用才能获得最佳效果。专业播音员或歌唱家会告诉你，良好的麦克风技术是获得良好录音的关键。你有多少次好像听到播音员和麦克风之间有一堵墙？或者麦克风离得太近，你可以听到每个人的呼吸，每一个 "P "的声音在你的耳机里就像一个小型爆破音？

当任何人开始学习正确的麦克风技术时，与它的距离是最常见的问题，但其他问题，如背景噪音和不适当的增益阶段，会加剧麦克风位置不佳的的情况。别担心，我们都经历过这种情况，PreSonus已经把这个教程放在一起，帮助你减少在开始用麦克风录制声音时最常见的错误。

11.2.1 Handling Noise 处理噪音

Microphones are designed with different polar patterns. A polar pattern represents the particular areas around the microphone's capsule where it is most sensitive to sound. The most common pattern for vocal and broadcast microphones is called Cardioid, because it's heart-shaped—and this is the pattern of your Revelator Dynamic:

麦克风被设计成不同的极性模式。极性模式代表了麦克风外壳周围对声音最敏感的特定区域。人声和广播话筒最常见的模式被称为心形，因为它是心形的，这就是你的Revelator Dynamic的模式：



When looking at the shape of this polar pattern, it quickly becomes apparent why holding a microphone too close to the capsule will create problematic handling noise. While this is fine for a stage performance where the sheer volume of the instruments on stage will mask this noise, in an audio recording made from a quiet location, handling noise becomes a distraction from the primary sound source. And in this case, that source is you.

Revelator Dynamic's included desktop stand is designed to reduce handling noise by holding the microphone for you, so use it!

当看到这种极性模式的形状时，很快就会发现为什么把麦克风拿得太近会产生有问题的处理噪音。虽然这对舞台表演来说是很好的，因为舞台上乐器的巨大音量会掩盖这种噪音，但在一个安静的地方进行录音时，处理噪音会分散主要声源的注意力。在这种情况下，这个声源就是你的。

Revelator Dynamic随附的桌面支架旨在通过为你固定麦克风来减少噪音处理，所以请使用它!

11.2.2 How Close is Too Close? 多大程度的接近是太近了？

Microphones are designed to pick up sound; that's their job. When folks are first learning to use a microphone, there is a natural tendency to speak too softly or too loudly. We've designed Revelator Dynamic to just let you be you, so speak in your normal voice and adjust your seating position until your voice sounds natural and reproduces well. This is where monitoring yourself through headphones is especially helpful. As a general rule, if it sounds good in your headphones, it will sound good in your recording.

麦克风的设计是为了拾取声音，这是它们的工作。当人们第一次学习使用微型电话时，有一种自然的倾向，就是说话太轻或太大声。我们设计Revelator Dynamic的目的是要你发出自己的声音，所以用你正常的声音说话，并调整你的座位位置，直到你的声音听起来很自然，这样效果很好。这时，通过耳机监听自己的声音非常有帮助。一般来说，如果在耳机中听起来不错，那么在录音中也会听起来不错。

A good starting point is to position your mouth about four inches from the microphone. If you project your voice naturally, you may need to sit a little further back. The good news is that good microphone technique quickly becomes muscle memory once you get the hang of it, so the more you practice, the less awkward it becomes.

一个好的起点是将你的嘴放在离麦克风约四英寸的地方。如果你的声音很自然，你可能需要坐得更靠后一点。一旦你掌握了良好的麦克风技术，很快就会成为肌肉记忆，所以你练习得越多，就越不觉得尴尬。

Positioning

The front of the Revelator Dynamic should always be directed toward the sound source. Use the supplied mount to attach your Revelator Dynamic to a mic stand. A windscreen is integrated into the design of the Revelator Dynamic, so no additional pop filter is needed.

Revelator Dynamic的正面应始终朝向声源。使用附带的支架将 Revelator Dynamic固定在话筒支架上。Revelator Dynamic的设计中集成了防风罩，因此不需要额外的弹出过滤器。

11.2.3 Problematic Pronunciation 有问题的发音

Depending on your natural speaking style, additional adjustments may be necessary:

根据你的自然说话风格，可能需要进行额外的调整：

Plosives. Plosives are bursts of air that are picked up by the microphone that sound like a sort of low thump or booming sound when recorded. They can occur with any consonant, but occur most commonly when you say 'P' or 'B' sounds. The audio industry has battled these natural speech events for so long that there is a specialized hardware tool to combat them: pop filters! A pop filter sits between your mouth and microphone and slows down and disperses these bursts of air, shield- ing the microphone from picking them up. The other advantage of a pop filter is that it they can be used for maintaining a fixed position in front of your microphone, and are especially useful when recording with a condenser microphone.

Plosives 是被麦克风捕捉到的空气爆裂声，在录音时听起来像一种低沉的砰砰声或轰鸣声。它们可以与任何辅音一起出现，但最常见的是当你说 "P "或 "B "音时。音频行业与这些自然语音事件斗争了很久，以至于有一种专门的硬件工具来对付它们：流行滤波器！流行过滤器位于你的嘴和麦克风之间，减缓和分散这些空气的爆破音，屏蔽麦克风对它们的接收。弹出式过滤器的另一个优点是，它们可以你的话筒前保持一个固定的位置，在用电容式话筒录音时特别有用。

Sibilance. Sibilance occurs when you make a consonant sound by directing your breath to the back of your teeth using your tongue. The most common examples of problematic sibilants are 'S' and 'Z' sounds. Depending on your speech pattern, you may naturally exaggerate these sounds without noticing—and this may be a habit that you wish to alter while you're recording. Luckily, if this is a habit you cannot or do not want to break, you can fix most sibilance issues in post-pro- duction as long as you are multi-tracking your podcast using a dynamics effect called a de-esser, which your Revelator Dynamic microphone happens to have onboard! See the *Fat Channel and Voice Effects* section for more information. Professional DAW applications, like PreSonus Studio One, are also equipped with a de-esser plug-in especially for this purpose.

Sibilance. 当你用舌头将呼吸引向牙齿后面，发出辅音时，就会出现咝咝声。有问题的咝音最常见的例子是'S'和'Z'音。根据你的说话方式，你可能会在不知不觉中自然地夸大这些声音--这可能是你在录音时希望改变的一个习惯。幸运的是，如果这是一个你不能或不想改变的习惯，你可以在后期制作中解决大多数咝声问题，只要你在多轨播客中使用一种叫做去咝声的动态效果，而你的Revelator Dynamic恰好就有这种效果! 更多信息请参见Fat Channel 和声音效果部分。专业的DAW应用程序，如PreSonus Studio One，也配备了专门去咝咝声的插件。

> ***Power User Tip***: *If you are recording a several speakers at once with your Revelator Dynamic, using a de-esser can cause more problems than it solves, because over-using a de-esser or putting one where it is not needed can turn all your 'S' sounds to "Th" sounds, and you can easily give someone a lisp they don't have, which they are unlikely to appreciate.*
>
> ***用户提示：****如果你用Revelator Dynamic同时录制几个扬声器，使用去咝咝声会造成更多的问题，因为过度使用去咝咝声或把它放在不需要的地方，会把你所有的 "S "音变成 "Th "音，容易给人一种口齿不清的印象。*

11.2.4 Putting it All Together

Once you've practiced your microphone placement and technique, do some practice recordings to find out what works for you and what doesn't. Just sit in front of the microphone and talk as you would if you

were chatting with a friend. The more natural you feel behind the microphone, the more engaging your performance will be. Letting your natural charisma and charm come across is the best way to engage your audience.

一旦你练习了你的麦克风位置和技术，做一些练习录音，以找出哪些适合你，哪些不适合。坐在麦克风前像和朋友聊天一样。你在麦克风后面感觉越自然，声音就越有吸引力。将你的魅力自然体现出来，是吸引观众的最佳方式。

11.3 Technical Specifications

Revelator Dynamic Microphone

Microphone	
Type	Mono Dynamic
Polar Pattern	Cardioid
Frequency Response (±3.0 dB)	20 Hz to 20 kHz
Sensitivity	1.6mV/Pa
Max SPL	135 dB
Headphone Output	
Type	1/8” TRS active stereo
Power Output (RMS)	22.6 mW (16Ω)
THD	0.01%
Frequency Response	20 Hz to 20 kHz
Impedance	16Ω
Dynamic Range	77.5 dB
Audio Interface	
Type	USB-C® compatible USB 2.0
Sample Rate	44.1, 48, 88.2, and 96 kHz (Note: 44.1 and 48 kHz only on macOS while in Multi Mode)
Bit Depth	24-bit
Power	USB Bus Power
Hardware Controls	Direct Monitor, Mic Gain, Headphone Level, Mute, Preset Select
Software Controls	Mic Gain, Monitor Mix, Preset Management
Onboard DSP	PreSonus Fat Channel: High Pass Filter, Noise Gate, 3 Compressor models, 3 EQ models, and Limiter
	Voice Effects: Comb Filter, Delay, Doubler, Ring Modulator, Vocoder, Reverb

Physical	
Dimensions (LxW)	8.75” x 3.25” (222 mm X 83 mm)
Weight	0.92 lbs (0.42 kg)

12. Legal 法律方面

13. Dinner is Served!

Added bonus: PreSonus' previously Top Secret recipe for… PreSonus食物配方

Andouille & German Red Cabbage Po-Boys

Andouille & 红椰菜波波饼

Ingredients:

- 1 small Onion
- 3 Tbsp. fresh Ginger
- 1 small head Red Cabbage
- 1 tsp Salt
- 3 Tbsp. Honey
- ¼ cup Red Vinegar
- 12 oz Andouille or Bratwurst Sausage sliced lengthwise
- ¼ lb. Muenster Cheese
- Creole or German Mustard to taste
- 1 loaf French Bread

Cooking Instructions:

- Heat 2 tablespoon vegetable oil in large skillet. Add onions and ginger, then cook them for about 3 minutes until onions begin to wilt. Add cabbage, vinegar, and honey, and then cook for about 5 minutes. Add salt to taste and set aside.
- Heat oil in a skillet till hot. Add sausage cut side down till nice and brown, turn and cook for about 5 minutes till thoroughly cooked.
- Slice bread lengthwise, lay a bed of cabbage, then sausage, and cheese on top. Toast under the broiler or in a hot oven till cheese is melted and bread is crisp.
- Spread mustard on bread. Sandwich can then be cut into 2-3 pieces and shared (or not if you're really hungry).

BONUS: Extra cabbage can be used as a condiment with meat, eggs, sandwiches, etc.

成分：
1个小洋葱

3汤匙新鲜生姜

1个小头红椰菜

1茶匙盐

3汤匙蜂蜜

¼杯红醋

12盎司安道尔或布拉德沃斯特香肠纵向切开

¼磅明斯特干酪

克里奥尔或德国芥末酱来调味

1条法国面包

烹饪说明：

在大平底锅中加热2汤匙植物油。加入洋葱和姜，煮约3分钟，直到洋葱开始萎缩。加入卷心菜、醋和蜂蜜，然后煮约5分钟。加入盐调味，放在一边。

在平底锅中将油加热至热。将香肠切面朝下放入锅中，直到变成棕色，再翻面，煮约5分钟，直到完全煮熟。

将面包纵向切开，铺上卷心菜，然后是香肠，上面放奶酪。在烤炉下或热烤箱中烘烤，直到奶酪融化，面包变脆。

在面包上涂抹芥末。三明治可以切成2-3块，然后分享（如果你真的很饿，也可以不切）。

另外：多余的卷心菜可以用作肉类、鸡蛋、三明治等的调味品。

revelator DYNAMIC

Professional dynamic USB mic for recording and streaming vocalists, podcasters, and more.

Owner's Manual 用户手册

PreSonus® Baton Rouge • USA
www.presonus.com

Part #: 70-12000173-A